

ISSUE NO.  
**249**  
NOVEMBER  
DEC/JAN PRE-ORDER

# GTM

## GAME TRADE MAGAZINE



**MARVEL**

# Villainous

## INFINITE POWER

### IN THIS ISSUE:

- RAISE YOUR BANNER ABOVE THE VAST WASTELAND BEFORE YOU. THE POWER OF THE UNIVERSE CAN BE YOURS IN *DUNE: IMPERIUM* FROM DIRE WOLF GAMES!
- LEAD YOUR MECHWARRIORS AND EXPAND THE POWER AND GLORY OF YOUR REALM IN *BATTLETECH - CLAN INVASION* FROM CATALYST GAME LABS!

© 2020 MARVEL

\$3.99 US \$3.72 CAN

32011

6 03259 23905 6

PRINTED IN CANADA



**WIZKIDS**

**COMING NOVEMBER 2020!**

# SIDEREAL CONFLUENCE

REMASTERED EDITION



**Sidereal Confluence Remastered**

**SKU: 73051**

**MSRP: \$69.99**



**WIZKIDS**

[www.wizkids.com](http://www.wizkids.com)

©2020 WIZKIDS/NECA, LLC., and related logos are trademarks of WizKids. All rights reserved. Products shown may vary from actual product.



**POKÉMON**  
TRADING CARD GAME



**SWORD & SHIELD**  
**VIVID VOLTAGE**

**Boosters • Blistered Boosters • Theme Decks**

The Pokémon Company  
INTERNATIONAL

gotta catch 'em all!™



[Pokemon.com/TCG](https://pokemon.com/TCG)

©2020 Pokémon. ©1995-2020 Nintendo/Creatures Inc./GAME FREAK inc. TM, ©, and character names are trademarks of Nintendo.  
Each booster pack of 10 cards sold separately. Cards vary by pack.



## COVER STORY



### Seize Infinite Power With Marvel Villainous

Dominate the Marvel Universe as an iconic Villain! Follow your own twisted path to victory, using sinister abilities to take on other Villains and mighty heroes from across the universe in *Marvel Villainous - Infinite Power!*

by Ravensburger

10

## FEATURES



### Dune: Imperium

As the Great Houses of the Landsraad marshal their forces and their spies, whom will you influence, and whom will you betray? Take a closer look behind the veil of *Dune: Imperium!*

by Paul Dennen

32



### Battletech - Clan Invasion

It is the 31st Century, a time of endless wars that rage across human-occupied space. As star empires clash, do you have what it takes to emerge victorious in *Battletech - Clan Invasion?*

by Randall N. Bills

94

## GAMES

35

### EXCLUSIVES



#### Tales of the Lost Citadel Preview Pages

by Green Ronin Games

19

#### Battletech Fiction: Point of View Part One

by Jason Schmetzer

26

#### Gloomhaven Comic Preview

by Source Point Press

78

#### Painting Happy Lil Minis Episode 29: Painting Diseased, Bruised, & Pale Flesh

by Dave Taylor

96

### FOR LAUGHS



by John Kovalic

08

## UNSTABLE UNICORNS

by Unstable Unicorns

08

### REVIEWS



#### My First Castle Panic from Fireside Games

Reviewed by Eric Steiger

98

#### Lost Cities Card Game with 6th Expedition from Thames & Kosmos

Reviewed by Jane Trudeau-Smith and Philip Smith ["Table For Two"]

99

#### Santa Monica from Alderac Entertainment Group

Reviewed by John Kaufeld and Isaac Kaufeld

100

#### DC Comics DBG: Dark Nights Metal from Cryptozoic Entertainment

Reviewed by Brian Herman

102



The Great GTM Giveaway:  
Renegade Edition!

104



# PATHFINDER®

## BEGINNER BOX

**TAKE THE FIRST  
STEP INTO AN  
AMAZING WORLD  
OF FANTASY  
ADVENTURE!**

The *Pathfinder Beginner Box* contains everything you need to learn how to play the Pathfinder Roleplaying Game, including rules to create your own fantasy hero and tools to make your own amazing stories.

**PRE-ORDER NOW**

**November, 2020**

**Pathfinder Beginner Box (PZ02106; \$39.99)**

Continue your Beginner Box experience with the  
**Troubles in Otari adventure (PZ09558; \$22.99)**





SPOTLIGHTS



**Autumn Harvest: A Tea Dragon Society Game**  
by Steve Ellis

16



**The Zodiac Die**  
by Steve Jackson

30



**AEG Holiday Gift Guide**  
by Alderac Entertainment Group

34



**Cryptozoic Entertainment: Best of 2020**  
by Shahriar Fouladi

84



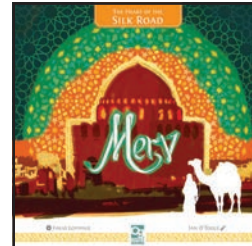
**Under Falling Skies**  
by Czech Games Edition

86



**Calliope Games Holiday Gift-Giving Guide**  
by Ashley Wehrs

90



**Merv - The Heart of the Silk Road**  
by Fabiano Lopiano & Ian O'Toole

93



PREVIEWS



**Fantasy Realms: Cursed Realms**  
by WizKids/Neca

14



**Some Hot News For Winter**  
by Iello Games

17



**Sword & Sorcery: Ancient Chronicles**  
by Simone Romano

88



**Seeders From Sereis: Exodus**  
by WizKids/NECA

92

DESIGNER DIARIES



**Battletech Clan Invasion - Redesigning Classics**  
by Randall N. Bills

24



**Gods Love Dinosaurs**  
by Kasper Lapp

28



**Lost Ruins of Arnak: From Inspiration to Final Game**  
by Min & Elwen

31



# DUNE

## IMPERIUM

Deck-building meets worker placement in a new board game of galactic struggle.

The iconic universe of Frank Herbert's *Dune* inspires a new generation of fans in the upcoming film from Legendary Entertainment, setting the stage for the first new *Dune* board game in decades.

***Dune: Imperium*** breaks new board game ground with an innovative design from Paul Dennen and the team at Dire Wolf® behind the award-winning **Clank!**™ game series.



Control the Spice. Control the Universe.

[DuneImperium.com](https://DuneImperium.com)

Coming Soon! • MSRP \$50



LEGENDARY



### Greetings Dear Readers!

Welcome to your November 2020 edition of *Game Trade Magazine*! We've got a pretty big issue for you this month; as we round out what has been a rather unique and challenging year, we've teamed up with some fantastic contributors for the penultimate *GTM* of 2020.

That's right, as we get closer to our 250<sup>th</sup> issue of *Game Trade Magazine*, we're pulling out all the stops to bring you some exciting content, because — and let's face it here — there's got to be *something* to enjoy this year, am I right?

We have a beautiful cover this month from our friends at Ravensburger; *Marvel Villainous: Infinite Power* lets you to play as some of the most iconic evil-doers from the Marvel Universe as you compete to complete your nefarious plots! I've enjoyed several plays of this game myself, and I can say it's never been so good to be bad.

Continuing on with the comics theme, Source Point Press has generously contributed a handful of preview pages from their *Gloomhaven* comic book, which is of course inspired by the fan-favorite game of the same name!

Like what you see? Then be sure to grab a copy of the *Gloomhaven* comic from your FLCS or FLGS today!

And that's not the only sneak-peek we have for you this month — Green Ronin Publishing has provided us with several exclusive preview pages from their upcoming RPG world of post-apocalyptic fantasy, *The Lost Citadel*!

Did I say we have a big issue for you this month? Well, we've also got month one of exclusive *Battletech* fiction from our friends at Catalyst Game Labs, to help kick off the all new *Battletech - Clan Invasion* release!

Fans of good ol' fashioned Mechwarrior action will also definitely enjoy the behind-the-scenes look at how some of their favorite classic 'Mechs have received an upgrade as well, courtesy of the development team at Catalyst.

Last, and certainly *not* least, the team at Dire Wolf Digital give us a first real look at the upcoming release of *Dune Imperium*. Diplomacy, combat, and betrayal are only a few of the tools at your disposal in this deck-building game of universal conflict, and we're here for it.

All this and more, dear readers.

Game on,  
JG



**PUBLISHER**  
Alliance Game Distributors

**EDITOR/ADVERTISING MANAGER**  
Jerome Gonyeau

**ART DIRECTOR**  
Matt Barham

**PAGEMASTER**  
Katie Skinner

Submissions should be sent to Jerome Gonyeau  
jlg@alliance-games.com

All Submissions become the property of Game Trade Magazine, unless a return request is in writing, including a self addressed stamped envelope.

All titles and artwork are trademarked and copyrighted of their respective owners

**GTM**  
10150 York Rd, Cockeysville, MD 21030  
GTM@GameTradeMagazine.com

**WWW.GAMETRADEMAGAZINE.COM**  
Call for advertising Info: 410.415.9231

© 2020 Alliance Game Distributors and respective copyright holders. No part of this publication may be reproduced without the written permission of Alliance Game Distributors

All rights reserved.

Printed in Canada.



**FOLLOW GAME TRADE MAGAZINE ON FACEBOOK**  
**FACEBOOK.COM/**  
**GAMETRADEMAGAZINE!**

**Retailers:** For wholesale inquiries, please contact **Marc Aquino at 410.415.9238**, or email **m1a2@alliance-games.com**

# FOR YOUR SAFETY

## Please maintain a 6 ft. distance between yourself and others.

## HELP PREVENT THE SPREAD OF COVID-19.

(As well as Attacks of  
Opportunity, under certain  
rule systems.)





# Harry Potter™

## HOUSE CUP COMPETITION

Harry Potter™ House Cup Competition brings the first “worker placement” mechanic to the Wizarding World! Players represent their favorite Hogwarts™ house and rely on strategy to earn the most points towards the House Cup!



Play as  
favorite characters  
& Hogwarts houses

Level up your abilities  
to complete lessons &  
challenges



BRING THE MAGIC TO YOUR STORE - ORDER TODAY



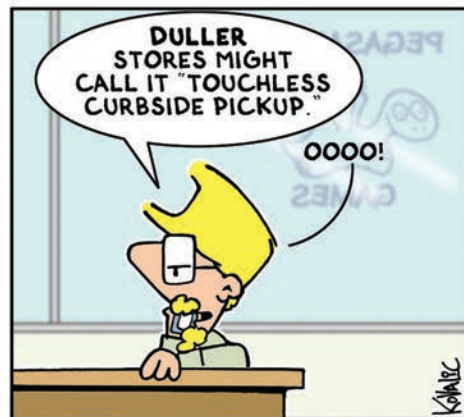
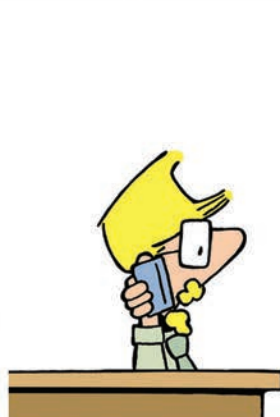
Harry Potter House Cup Competition # USO HB010719



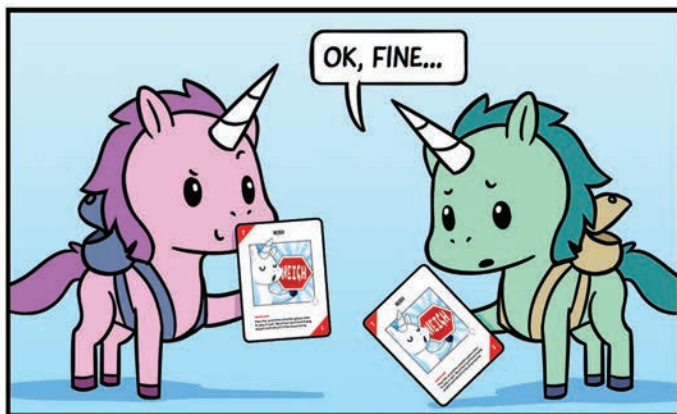
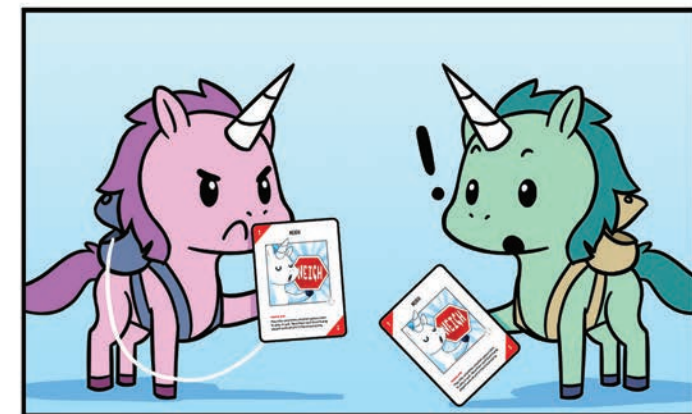
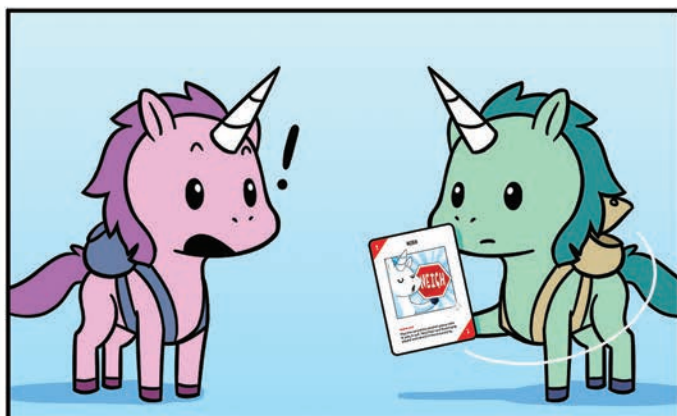
[theopgames](#)

[TheOp.games](#)





©2020 DORK STORM PRESS JOHN@KOVALIC.COM WWW.DORKTOWER.COM



UNSTABLE UNICORNS.COM



# UNDER FALLING SKIES

EAN: 8594156310585

CGE code: CGE00058

Link: [cge.as/ufsi](http://cge.as/ufsi)



TAKE CHARGE OF DEFENDING CITIES OF EARTH FROM AN ALIEN INVASION!

Under Falling Skies is a solo game with a multi-mission campaign where all your actions are powered by an innovative dice placement mechanic. Expand your underground base, shoot down enemy ships, research their weaknesses, and complete your mission before your base is destroyed!

AGE:  
12 +

PLAYERS:  
1 +

TIME:  
20-40  
MIN

MSRP:  
\$29.95

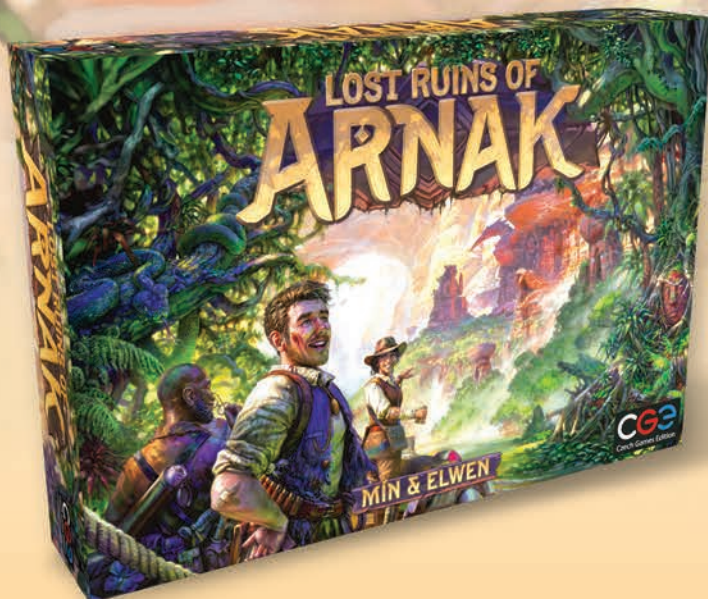
COMING FALL 2020

**CGE**  
Czech Games Edition

EAN: 8594156310592

CGE code: CGE00059

Link: [cge.as/ari](http://cge.as/ari)



# LOST RUINS OF ARNAK

EXPLORE JUNGLES, FIND ARTIFACTS,  
AND DISCOVER THE LOST RUINS OF ARNAK!

Players lead rival expeditions to a newly discovered island. Through a unique combination of worker placement and deckbuilding, each expedition attempts to uncover the lost island's secrets.

AGE:  
12 +

PLAYERS:  
1-4

TIME:  
30-120  
MIN

MSRP:  
\$59.95



Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



### WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

### GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**FROM THE EDITOR/FOREWORD:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**COVER STORY:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**FEATURES:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**SPOTLIGHTS:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**PREVIEWS:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**DESIGNER DIARIES:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**REVIEWS:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

**EXCLUSIVES:** While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**GAMES SECTION:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

**SPOTLIGHT ON**

**MY CITY**  
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 16 different episodes, beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players' choices and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatedly play. Scheduled to ship in October 2020.  
TAC 691486 \$24.95

**ULTRA PRO**  
**AMY BROWN**  
Scheduled to ship in July 2020.

**AUTUMN STROLL PLAYMAT**  
UPI 15550

**BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15525

**MORGAN LE FET PLAYMAT**  
UPI 15528

**MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15549

**PASSAGE TO AUTUMN PLAYMAT**  
UPI 15530

**QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15527

**SISTERS STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15529

**WHERE THE WIND TAKES YOU PLAYMAT**  
UPI 15529

**USAOPOLY**

**SPOTLIGHT ON**

**CODIC CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL**  
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.  
USO E8010720

**DRAGON BALL Z: COLLECTOR'S CHESSE SET**  
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike. Featuring 18 custom-crafted, full-color both of characters from the popular anime franchise. Scheduled to ship in September 2020.  
UCH 113449

**MONOPOLY: ELF**  
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this reimagined version of Monopoly. Scheduled to ship in September 2020.  
USO MND10595

**RISING: THE BATMAN WHO LAUGHS**  
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to rescue key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.  
USO DC310105

**SPOT IT: SPONGEBOB**  
Get ready for an underwater adventure with SpongeBob Spot It! Scheduled to ship in September 2020.  
USO 3096712

**SPOT IT: RUDOLPH**  
Get ready for a magical winter-wonderland with Rudolph Spot It! Scheduled to ship in September 2020.  
USO 3033049

**WIZARDS OF THE COAST**

**FEATURED ITEM**

**MAGIC THE GATHERING**  
MAGIC THE GATHERING CCG: ARENA STATER KIT  
WOC C751 20000

**MAGIC THE GATHERING CCG: CORE 2021**  
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.  
BOOSTER DISPLAY (36) WOC C75030000  
BUNDLE WOC C75070000  
COLLECTOR BOOSTER DISPLAY (12) WOC C75100000  
PLANESWALKER DECK DISPLAY (18) WOC C75060000  
JAPANESE CORE 2021 BOOSTER DISPLAY (36) WOC C75031400

**WIZKIDS/NECA**

**SPOTLIGHT ON**

**DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE**  
Over 160mm tall, this miniature is based on the all new set for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.  
WZK 96019 \$49.99

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK**  
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Enigmo-Four, and the shape-shifting Skrulls. The wide selection of characters and keywords will build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.  
WZK 84752 \$129.90

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK**  
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix: Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.  
WZK 84755 \$9.99

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES**  
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.  
WZK 84753 \$16.99

**SUPER-SKILL PINBALL: 4-CODE**  
Super-Skill Pinball: 4-Code brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Englestein. Choose one of the four unique tables and matching backdrops for storytelling, then roll a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.  
WZK 87500 \$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

**FEATURED ITEM**

**FEATURED ITEM:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

### OFFERED AGAIN

**OFFERED AGAIN:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

**SPOTLIGHT ON**

**SPOTLIGHT ON:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**PI OR PLEASE INQUIRE:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

Would you like to receive Game Trade Magazine delivered directly to your home? Subscribe at [Store.GameTradeMagazine.com](http://Store.GameTradeMagazine.com).

Follow us on Facebook: [www.facebook.com/GameTradeMagazine](http://www.facebook.com/GameTradeMagazine)

Follow us on Instagram: [www.instagram.com/game\\_trade\\_magazine](http://www.instagram.com/game_trade_magazine)

Have a question or feedback for us? Contact us at [Editor@GameTradeMagazine.com](mailto:Editor@GameTradeMagazine.com)



# SEIZE INFINITE POWER WITH

# MARVEL Villainous

## MARVEL VILLAINOUS: INFINITE POWER

RVN 60001871 .....\$44.99 | Available Now!

In the award-winning Villainous game system, players take the role of iconic Villains and compete to be the first to reach a unique, devious objective. Along the way, they'll vanquish Heroes, play henchmen to help them towards victory, and deal twists of fate to their opponents.

### THE NEXT CHAPTER OF VILLAINOUS

Now Villainous has come to the Marvel Universe in *Marvel Villainous: Infinite Power*. Players can choose between Thanos, Hela, Taskmaster, Killmonger, or Ultron.

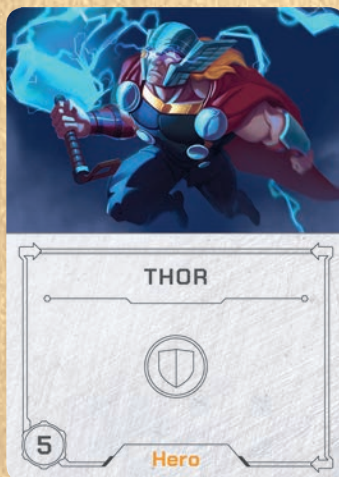
Unlike in previous versions of *Villainous*, Marvel Villains are not isolated within their own storyline. Designers at Prospero Hall and developers at Ravensburger made several changes to reflect the shared universe and interwoven storylines.

First, Villains interact directly. Thanos must confront other Villains to collect Infinity Stones, which appear in the Domains of other Villains. Killmonger must relocate explosives to other Villains' Domains. Hela can place Soul Marks on almost any Hero in play, no matter whose Domain they're in.

Second is a shared Fate deck. The Fate deck is the primary way players interact with each other to slow down their plots and schemes and includes Items, Effects, and Heroes that can foil a players' plans. In *Marvel*, all Villains can face the same Heroes. A Common Fate deck containing Heroes like Thor, Black Widow, Captain America, and more is used with every game. Villain-specific Fate decks for each Villain playing in a specific game are shuffled in with the Common Fate deck.

Instead of each Villain drawing from their own Fate deck, players draw from a single deck, then choose which Villain to target. While each Villain's Fate cards are more effective against them, they can be played on anyone. Each Villain may have to face off against one of the Avengers, like Thor, or against other Heroes like Adam Warlock or Black Panther that players may recognize from Marvel comics.

*Marvel Villainous* introduces a new type of Fate card: Events. These cards inflict a penalty while in play. After Villains resolve the Events by playing Allies to them, all Villains who contributed to resolving the Event gain a reward. There are two types of Events:



Targeted and Global. Targeted events must be resolved by a specific Villain, while Global Events can be resolved by multiple Villains. Each player must decide if it's in their best interest to resolve a Global Event, or if keeping it active is worth the extra trouble to not help an opponent receive a reward.

Since Events provide a new and exciting challenge, we recommend that players new to the game or trying out a new Villain remove all Events prior to playing. As players master the rules, they can incorporate Events back into the game. For a true

test of skill, players can forego restricting the number of Global Events in play with the Undying game mode!

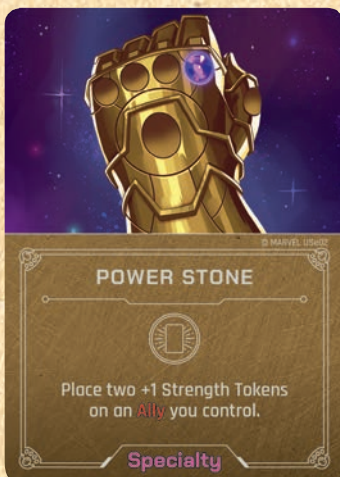
Specialty cards are also new to *Marvel Villainous*. They are played to the new rightmost space in a Villain's Domain and make it easier for the Villain to achieve their objective. For example, the Infinity Stones Thanos must collect are Specialty cards that have ongoing abilities he can use during his turn. To play a Specialty card, Villains must pay their price. Some Specialty cards also have activation costs. Villains can play multiple Specialty cards and use each Specialty once per turn as long as they pay the activation costs.



Learn To Play *Marvel Villainous* Online: <http://bit.ly/LearnToPlayMarvelVillainous>



# THE MARVEL VILLAINS



## THANOS

Thanos' goal is to collect the six Infinity Stones. Infinity Stones affect all Villains in the game as Thanos must relocate Allies from his Domain to any location in any Domain containing a Stone. Specific to this Villain is that after he's relocated one of his Allies to another Villain's Domain, this Ally can then initiate a vanquish action to defeat the Ally that currently has a Stone attached to them. Heightened player interaction is especially apparent here, as Thanos has Allies who can get stronger after he's relocated them to another Domain. For example, Black Swan gains strength equal to the Strongest Ally not under Thanos' control when she's at the same location as an Infinity Stone. Once Thanos' Allies have retrieved a Stone, Thanos must relocate them back to his own Domain. There, the Stone tiles flip over to become a Specialty as Thanos places the Stone into his gauntlet.

Thanos is considered one of the more complex Villains to play in the set.

## HELA

Hela must gather a combination of eight Allies and Soul Marks and have no opposing characters at Odin's Vault, one of the locations on her Domain. During the game, Hela attaches Soul Marks to Heroes. After a Hero is defeated or vanquished, the Soul Mark can be collected and placed in Odin's Vault. As the Asgardian goddess of death, many of Hela's Specialty cards center around raising the dead – playing Allies directly from her discard pile. Another of her Specialty cards, Hand of Glory, allows her to find Heroes from the Fate discard pile to play them to any Domain with an attached Soul Mark, which helps her get more Heroes with Soul Marks into play. However, her Targeted Event card prevents her from going through her discard pile to achieve this.



## ULTRON

Ultron must unleash the Age of Ultron to win, but he needs to go through three other Upgrades to do so. The Age of Ultron, plus the three other Upgrade tiles each have a unique set of requirements that a player must meet to reveal the Specialty ability. Ultron may only reveal one Upgrade per turn in a specific order and needs to pay 12 power to complete the last Upgrade. His Targeted Event reduces the Power he gains.



## KILLMONGER

Killmonger must take control of Wakanda's vibranium mines and relocate two explosives to other players' Domains in order to win. As part of a multi-step mission, he must first defeat Klaw, move on to Challenge the Throne, and finally Control the Mines. There are unique Fate cards that cause the Black Panther to keep coming back to stop Killmonger from reaching his objective. Therefore, this Villain must move quickly to complete each mission.

## TASKMASTER

To win, Taskmaster must have four Allies, each with 5 or more Strength and each at a different location. These Allies count whether they are played at the player's Domain, at an opponent's Domain, or at an Event. Additionally, Taskmaster has cards like Training Dummy that add permanent Strength to an Ally. The Government Work event will slow him down considerably, as he cannot perform any relocate actions except to move his Allies to this event. Therefore, if it is in play Taskmaster would do well to resolve it as soon as possible.



## GET MARVEL VILLAINOUS TODAY!

Find out if you have what it takes to take over the Marvel universe. *Marvel Villainous: Infinite Power* is available now at friendly local games stores!



# Fantasy Realms

## The CURSED HOARD

WIZKIDS

### FANTASY REALMS: THE CURSED HOARD

WZK 87519 ..... \$14.99 | Available January 2021!

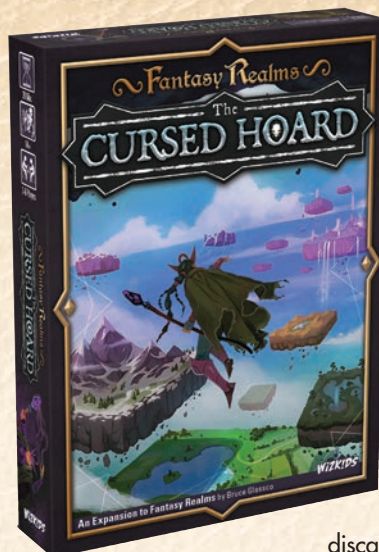
As the Realms gather for conflict, something new has arrived to change the balance of power. A hoard of ancient artifacts has been uncovered, each of which brings considerable power – enough to alter the course of battle. However, each artifact also carries a curse which will shadow anyone foolish or greedy enough to wield its power.

Discover the first expansion for the classic card game *Fantasy Realms* in early 2021! *Fantasy Realms: The Cursed Hoard* brings two new modules to the game—one set of three new suits and one set of Cursed Items, an all-new card type—which can be added to the base game together or separately.



ALL IMAGES NOT FINAL

*Fantasy Realms* earned tens of thousands of fans all over the world with its fast-paced yet deep gameplay. In the game, players are trying to build the mightiest realm by combining cards of varying suits, including lands, armies, leaders, beasts, wizards, and more. Each turn they draw a card to their hand, each with a unique name, point value, and combo ability, and choose a card to discard. Instead of drawing a card, players may choose to pick up a card from the



discard area, so you need to be careful not to let go of the exact card your opponent is looking for!

Each card's combo ability affects the other cards in your hand, either adding a bonus, or taking a penalty. For instance, a Forest gives a bonus for having Beasts and Elven Archers, while your Knights give you a penalty if you don't also have a Leader for them. Cards can also have their text and points cancelled out, or their penalty cleared by certain other cards. Once ten cards in total have been

discarded, players add up their points and bonuses, and whoever has the most points has built the mightiest realm, and is declared the winner!

Now, with *The Cursed Hoard* expansion, players have more options for their Realms than ever before!

First, they can use the new cursed items. These form a separate deck from the main deck. At the beginning of the game, every player gets one Cursed Item, with a unique ability, and usually an amount of negative points. On their turn, players can use that ability, and flip their item facedown, where it will stay until its points are subtracted at the end of the game (they are cursed, after all). The player will then draw a new item to potentially use in the future.

Each item provides a very powerful ability, such as the Hourglass that lets you take an extra turn, the Crystal Lens that lets you peek at the top card of the deck before deciding if you want to draw it, or the Wishing Ring that lets you take any card you want from the deck! Of course, the abilities will cost you up to -30 points, depending on how powerful they are. There are also a handful of cards that do the reverse — they'll make your turn harder in exchange for bonus points at the end of the game.

Second, the expansion includes three new suits that can be added to the main deck, providing a number of new opportunities for combos and bonuses. Buildings provide players with new locations, and offer bonuses for certain kinds of people and creatures that would live there. Outsiders are powerful entities like Genies, Demons, or Leprechauns that can add cards to your hand, or adjust the cards in mysterious ways. Finally, the Undead provide bonuses for the face up cards in the Discard area. When incorporating these new suits into the game, *The Cursed Hoard* also provides updated versions of base set cards that take the new suits into account, such as the Bell Tower, which now carries the Building suit, and the Necromancer, which adds Undead to the list of card types it can resurrect.

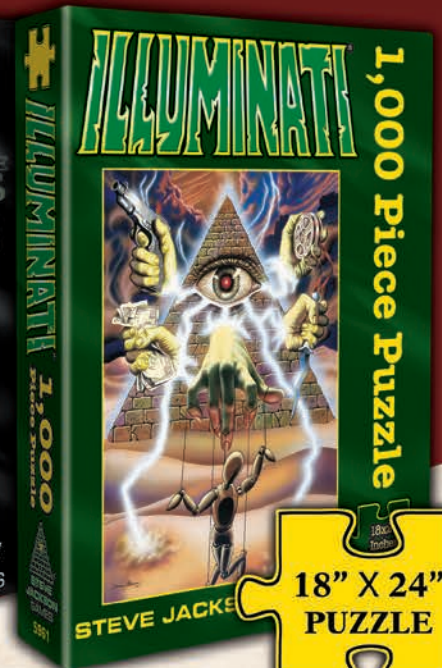
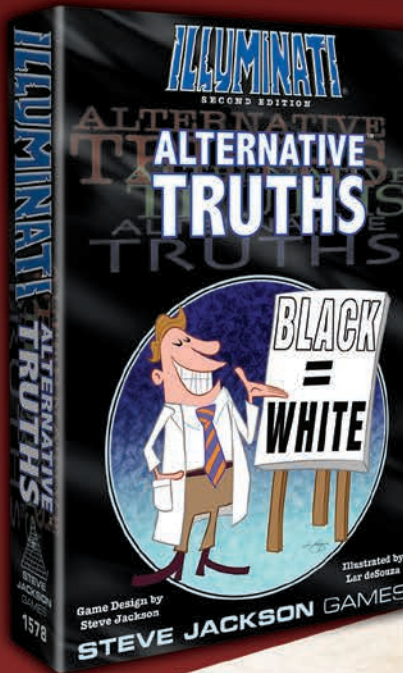
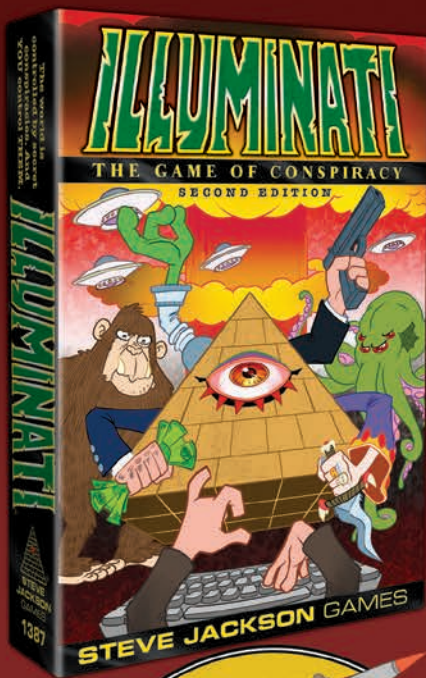
When you combine the original *Fantasy Realms* with the new elements introduced in *The Cursed Hoard*, you'll have more fun than ever hunting for the next perfect card combination or clever use of a cursed item, and every new playthrough will bring new possibilities and excitement to the tabletop.

...





You've always wanted to  
take over the world.  
Do it.



18" X 24"  
PUZZLE



18" X 24"  
PUZZLE



Kittens are mischievous  
and meddlesome, which  
makes them adorable  
dungeon adventurers!



# Autumn Harvest



A Tea Dragon Society Card Game



## AUTUMN HARVEST - A TEA DRAGON SOCIETY CARD GAME

RGS 01158 ..... \$25.00 |

Available Now!

*Autumn Harvest: A Tea Dragon Society Card Game* is a sequel to the original *The Tea Dragon Society Card Game*. Like the original game, this one was designed by Tyler Tinsley and myself (Steve Ellis). We were pleased with how closely *The Tea Dragon Society Card Game* aligned with the wonderful world created by Katie O'Neill and feel that *Autumn Harvest* will provide another rich experience.

Katie's newest book in the series is *The Tea Dragon Tapestry* (releasing 10/28/2020, published by Oni Press) – pick up a copy!

### STANDALONE GAME WITH NEW MEMORY & MARKET CARDS THAT EXPANDS THE TEA DRAGON SOCIETY CARD GAME FOR 5 PLAYERS!

This is a standalone game but it may also be combined with the original game for added variety and increased player count – you can now play with up to five players! In fact, we have included a few bonus cards to align the original Tea Dragon decks with the ones in *Autumn Harvest* to make combining the two games more satisfying. Players will also be free to mix and match their own combinations of memory and market cards for added replay value.

### FOUR NEW DRAGONS!

What everyone asks first is “Are there new dragons?” Yes, this game comes with four starting Tea Dragon decks (Ginger, Peppermint, Hibiscus and Earl Grey). Each of these new decks has a twist but will be familiar with players of the first game. The new dragons are all original art from Katie O'Neill and the rest of the card art was carefully selected from her books to create a visual consistent with the first game. I have never been happier with how a game looked than when I opened the initial factory sample of this one.

### NEW ADDITIONS: GROWTH & VICTORY POINT TOKENS

Let's talk about the game itself. Two types of tokens now add depth and variety to play – Growth tokens and Victory point tokens. These expanded the design space of the game without disrupting the

existing system. Players will be able to generate and store growth in new ways and accrue victory point tokens throughout the game. With the addition of these tokens the game is more satisfying than ever as it provides new paths to explore without unwanted complications. Fans of the original will be able to jump right into this game with almost no effort and it is still the same easy learn for beginners. Once again, we've included a comic to get players started along with a regular rule book.

### DESIGNER INSIGHTS

I'd like to conclude by talking a little bit about the design. Since this is the second game in a series the initial framework was in place. The most challenging aspect of this game design was to keep the system simple while still evoking the thematic elements that Tyler and I wanted to embrace due to the warmth and depth of the world created by Katie in her books. It's very easy to overwhelm a game with clever mechanics that are unnecessary. In fact, we had several ideas that were cut to keep the game clean as we desired – perhaps one of those ideas will make it into another game in the future. In the end, we zeroed in on the singular idea of adding tokens because these were the cleanest concept that filled out our original design framework as opposed to

expanding that framework.

With tokens, we were able to utilize all the same triggers and effects that already existed within the design. This provides more room for players to explore without adding rules and bandwidth overhead for players. Another new feature was introduced to the Tea Dragon cards. There is now composition list on the back of each so that it will be easy to see which cards are in each starting deck. This helps players make informed decisions on the cards they acquire throughout the game.

Finally, there was one card that we added to the market deck that turned out to create some memorable moments. The card is called *Time Passes* and it accelerates the progress of the seasons at a random point or two over the course of a game and really keeps veteran players on their toes as a season might end earlier than planned so watch out!

Tyler and I truly hope that everyone enjoys our latest creation and we thank you for supporting our work.

...

Steve Ellis heads up Oni Games and has been designing and developing games since 2010. With 22 years running a retail store and as one of the managing partners of Gaming Days (Free RPG Day & Board Game Expo) he has a great feel for the market.





# SOME HOT NEWS FOR WINTER



## DWARFS FALL

IEL 51797..... \$34.99 | Available November 2020!

This month, IELLO announced it would partner with the Canadian publishing company, Vesuvius Media, to be the exclusive distributor of its games in North America. Beginning this winter, Vesuvius Media's games will become available in all of North America through IELLO USA.

"We are very excited to partner with the Vesuvius Media team as we share a common vision of fun, entertainment, and business ethics" said Stephan Brissaud, COO of IELLO. "Those titles will be a great addition to our current catalog of fun and light games. We also feel like their games will be great at mending the gaps in our catalog".

Vesuvius Media is a Canadian game development company founded by Konstantinos Manos and Dimitrios Xanthakis in 2010. Their catalog ranges from board games to online games. Some of their most popular games include *Pacific Rails Inc.*, *MonstroCity*, *Nocturn*, and *Centauri Saga*.

It is also known for the board game series *Dwarfs* (*Dwarfs Fall*, *Dwarfs Winter*, *Dwarfs Spring* and *Dwarfs Summer* coming soon!). The community-driven company's combined skills and experience include game design, development, story-telling, music composition, graphics (2D and 3D), public relations, marketing, crowdfunding and extreme mathematics.

The indie company already partners with AlphaDog Games, a mobile game development company, for their board game *Monstrocity*, as well as *Mysterious Islands*, a Chinese board game publisher, to distribute their games internationally.

*Pacific Rails Inc.*, a game designed by Dean Morris and illustrated by Damien Mammoliti, is a worker placement and resource management board game. It was released in 2019 to commemorate the 150th anniversary of the completion of the "Trans-Continental Railway." The railroad connects the United States from coast to coast.

In the game, the players are each one of the railroad companies to try to complete the railway before the other players. In order to do so, they must hire specialized workers, build an economic engine

## PACIFIC RAIL INC.

IEL 51796..... \$49.99 | Available November 2020!

and manage their resources to finish first! The game is for 2-4 players aged 12 years-old and up.

A few years earlier, Vesuvius Media came out with the first game of the *Dwarfs* series, *Dwarfs Fall*, designed and illustrated by Luis Brueh. It is also a worker placement and resource management board game.

In this game, the players assume the role of one of four dwarf kings. Each must prepare for a long and terrible winter that is fast approaching. Players must manage their time wisely. Winter is right around the corner and fire dragons are sleeping. Players have to collect gems, fight monsters, build castles and stock food! The game is for 2-4 players aged 12-years-old and up.

*Pacific Trails Inc.* and *Dwarfs Fall* are the two first games being released by IELLO USA and Vesuvius Media. They will both be available in North America this Winter.

Starting this winter IELLO will distribute Vesuvius board games throughout North America. While *Pacific Trails Inc.* and *Dwarfs Fall* are to be released this winter, the companies expect more games to be released the following months and early 2021.

The two publishing houses share similar values and a love for high-quality games. Vesuvius and IELLO USA teaming up and collaborating on board game distribution is exciting news for all board game lovers out there. Vesuvius Media's success story will be an excellent addition to the IELLO team and vice versa.

"Our goal has always been to create fun, quality games for anyone with a tabletop," said Konstantinos Manos, CEO of Vesuvius Media, "We are proud to be partnering with IELLO to bring our games into new markets across the USA."

To learn more about this new partnership, stay up to date on the release of *Pacific Trails Inc.* and *Dwarfs* and so much more, we encourage you to check websites and social media resources for IELLO USA.

...

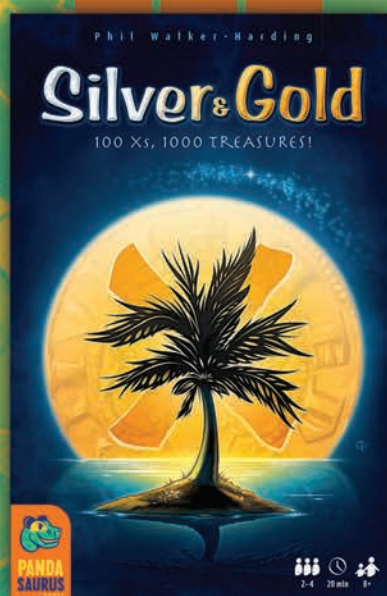
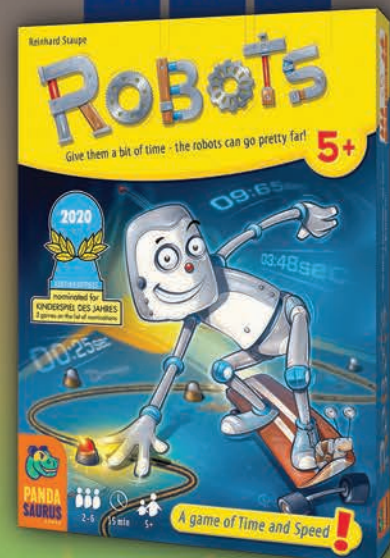
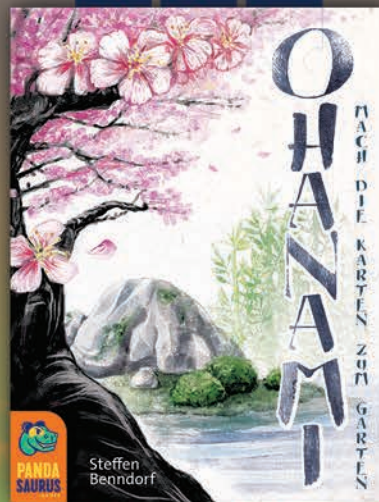




**PANDASAURUS** GAMES

## STOCKING STUFFERS

Give the gift of gaming this holiday season with these great small box games! From award-winning designers, these titles are sure to spread joy!





# THE LOST CITADEL™



By Green Ronin Publishing



GREEN RONIN  
PUBLISHING

---

## LOST CITADEL RPG: A SETTING SOURCEBOOK FOR 5E

---

GRR 3603 ..... \$44.95 |

Available November 2020!

---

*Game Trade Magazine* is pleased to partner with Green Ronin Publishing to present this exclusive sneak-peek of the upcoming *Lost Citadel* RPG! This campaign setting for 5e takes you to Zileska, a world claimed by the undead — or simply the Dead, as they're called in Redoubt, the last city in the world, where the survivors of the Dead's rise, and of the corruption of magic, wall themselves away from the tide of the damned!



— LOST CITADEL ROLEPLAYING —



## GHÛL

I move close. The prey's eyes are open but it sees nothing. I wait, crouched by the carcass. I sing the old songs, but the old howls are too loud for the city, too loud for the present.

I sing them in my head where no one can hear.

— Jess Hartley, *"Eater of the Dead"*

They are a restless people, prevented by the Dead from wandering as their ancestors did. Yet the ghûl—from the Ouazian *narghûla*; their name for themselves is unpronounceable by other species—maintain the discipline of nomads even within the walls of Redoubt. They own little, prizing reputation over material possessions. Unless hindered by danger, duty, or slavery, they follow their sacred charge wherever it takes them. Other peoples may wonder at the meaning of life and their purposes as individuals, but ghûl are free of such doubts. They live to eat the dead, and thereby purify the world. As such, ghûl feel no squeamishness around corpses and do not shrink from charnel stench. Any field of corpses is a garden to them as much as it is a place that inspires fear and disgust in outsiders.

This outlook is but one reason why ghûl are an isolated community within Redoubt. They are also separated from others by a matter of language; the ghûl tongue resembles that of coyotes, hyenas, and wolves, and cannot be spoken by outsiders.

### STRONG AND FURRED

Ghûl are large, loping, canine-like beings. They have short round or square ears on top of their heads. Their snouts are slightly truncated compared to many canines, and wider to permit complex speech. Childhood play and combat training often scar their snouts, and outsiders who have trouble telling ghûl apart may look to these scars to help identify individuals. Ghûl mouths are filled with bone-cracking, flesh-ripping teeth.

Ghûl have shaggy fur on their backs and the outsides of their arms and legs, but a sparse, finer down on their faces, chests, and the insides of their limbs. Before the Dead rose, ghûl were creatures of the desert and savannah, and their thinner-furred patches helped radiate excess heat. Ghûl fur ranges from a light mustard to deep black. When a ghûl takes on a social role as a blackjaw or redwalker, they dye part of their fur the appropriate color to signal their affiliation. Underneath the fur, ghûl have tough, thick skin, adapted to the bite of sandstorms and assaults from competing scavengers and predators.

That thick, loose hide conceals powerful muscles. Male ghûl typically stand six and a half to seven feet tall and weigh between 230 and 300 pounds. Females are usually around five or six inches shorter and about 40 pounds lighter. The

ghûl gait is a long, efficient stride where the upper body leans forward. Ghûl legs terminate in long appendages that can lay flat as human feet or be raised like canine hocks and paws to sprint. Ghûl hands have opposable thumbs and short fingers. Both hands and feet possess blunt, black claws. These are used for digging and traction, not combat. In battle, a ghûl might take a three-point stance, so that he can bite in concert with using a melee weapon.

### SILENT AND FEARLESS

Ghûl do not turn from death. Dead creatures are their sustenance, and when they feast upon dead flesh, they believe they transform it from impure matter that sickens other creatures to life and power. Given that neither they nor any corpse they substantially feast upon can rise as one of the Dead or be similarly profaned, they have concrete evidence to support their beliefs. Yet despite their affinity for death, ghûl are loath to hasten it in another creature. It is not for their people to end lives, unless self-defense and survival make it necessary. They eat the dead, true, and do not discriminate between intelligent beings and animals when it comes time to take their meals; but it is their duty to eat that which has already fallen. They are scavengers, not predators. Thus, ghûl have never made war after the fashion of other peoples, though they have feasted upon battlefield carrion. Despite their fearsome appearances, they are predisposed to peace. The ghûl language is simple by measures of vocabulary, but contains a great deal of nonverbal nuance, and gains meaning through context. Thus, ghûl speak little, even to each other. Outsiders cannot speak the ghûl language and often have trouble understanding its subtler aspects, so ghûl use and teach a simplified form of the language—akin to shouting and gesturing wildly, by their standards—among non-ghûl. But when it is unnecessary to speak, they do not. Ghûl are notorious for ignoring the social niceties present among other peoples. If a ghûl believes it is necessary to do something, she does it, and sees how the noisy hominids react.

### SEPTS AND INITIATIONS

Ghûl organize themselves in extended families, or septs. A sept usually has a small number of mothers and fathers. These pairs (and occasional arrangements with one mother and two or three fathers) have proven themselves the wisest, strongest, or otherwise most useful individuals in the sept, and are permitted and encouraged to produce offspring. Among ghûl, permission from the sept to breed is a mark of high status, conferred by rough consensus. These chosen few have the authority to manage the sept's resources and receive the best food and quarters. Sept-mothers usually give birth to twins, though four, six, or even eight cubs are not unheard of. Giving birth to odd numbers of children is considered inauspicious. Low-status and renegade ghûl either strike out on their own or join with other ghûl to form a new sept. Septs do not like



to share physical territory, but in Redoubt this is often unavoidable. Disputes are resolved through negotiation between sept-mothers and sept-fathers, or nonlethal combat. A ghûl who kills another ghûl becomes pariah.

Ghûl recognize two basic functions among their kind: blackjaws, who perform combative and other strenuous tasks, and redwalkers, who scout ahead for the sept. These roles are roughly delineated, separated by training and

inclination. They do not restrict what a ghûl may do at any given time, but define what they are best at.

Due to their innate toughness and how different they are from Redoubt's other denizens, ghûl have long been enslaved, but once it was discovered that ghûl could not rise as Dead themselves and could prevent others from rising, they became even more valuable. Only their ancient relationship with the Ouazi people keeps ghûl from suffering indenture as often as the dwarves do.

## GHÛL NAMES

As cubs, ghûl have child-names based on notable aspects of their appearance or behavior, such as Always-Bites, Bone-Stealer, and Big Eyes. Once a ghûl has been fully weaned, after eating flesh cut and torn by others for a time, he or she is invited to eat of a corpse that has not been prepared or fed upon. The young ghûl reverently takes the first bite. Sept-mothers and sept-fathers inspect it as an oracular aid (the shape suggests creatures, destinies, or the talents of the ghûl), and use it to decide the ghûl's adult name.

Ghûl do not have gendered names. Once the ghûl is initiated as a blackjaw or redwalker, the names "black" (*hra*) and "red" (*sawth*) are appended to this name, but this suffix is only used on solemn occasions. Finally, the prefix *Ghaw* is applied to ghûl who become sept-parents. These syllables are approximations, of course—human and human-like mouths cannot truly pronounce them. Due to this and, frankly, because ghûl are often slaves, most respond to other use-names bestowed upon them by non-ghûl.

**Adult Names:** Aihur ("Sharp Wounder"), Arugh ("Strong Jaw"), Brehai ("Speech of Bites"), Cururro ("Walks Silent at Noon"), Dahru ("Clever Talker"), Drurr ("Thinker"), Eharr ("Swift to Judge"), Gaohu ("Protector"), Gorhai ("Interceptor of Enemies"), Grush ("Deep"), Hudai ("Keeps Own Counsel"), Kagh ("Brave"), Kairur ("Bold Thinker"), Marrai ("Preventer of Injury"), Murohur ("Will Visit a Distant Place"), Nrugh ("Keeper"), Phrush ("Generous One"), Paihu ("Moon"), Raifu ("Most Intelligent"), Sephur ("Secret Power"), Shrush ("River-Wader"), Wehauru ("Old Walker of the Desert"), Yaiph ("Sly")

**Use Names:** Big-Head, Fangs, Gray-Streak, Growler, Jumper, Lightning-Scar, Long-Jaws, Orange-Eye, Round-Ear, Sharp-Tooth, Sniffer, Starer, Torn-Ear, Yellow-Hair

## GHÛL TRAITS

Your ghûl character has the following inborn traits.

**Ability Score Increase.** Your Strength and Constitution scores each increase by 1.

**Age.** Ghûl reach maturity faster than humans. A 10-year-old ghûl is already in middle adolescence, and a 15-year-old is a fully mature adult. Ghûl have strong instincts and quickly learn to imitate their elders and teachers, so this maturity is intellectual as well as physical. On average, ghûl live about 50 years, however, and typically start to slow down in their 40s, so their rapid maturity is matched by an early demise.





**Alignment.** Many ghûl are neutral regarding good and evil, and nearly all are neutral about law and chaos. They handle the bodies of the deceased and see how the just and unjust alike fall. All become lifeless bodies. All become food.

**Size.** Ghûl stand six to seven feet tall and have broad, muscular bodies that weigh anywhere between 190 and 300 pounds. Males are usually larger than females.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Ghûl are nocturnal hunters and scavengers, adapted to steal the remains of prey from diurnal species. Consequently, you can see in dim light within 60 feet of you as if it were bright light, and can see in darkness as if it were dim light. In darkness, you can only see shades of gray, but this is not especially concerning as the ghûl sense of color is muted compared to that of humans.

**Corpse Lore.** When you make an Intelligence (Investigation) or Intelligence (Nature) check while examining a dead person or animal, you are considered proficient when rolling to discover how long the subject has been dead, the cause of death, any unusual physical marks on the body, or any clues to be found from its positioning. If you already have proficiency in one or both of those skills, you gain an additional bonus to the check equal to half your proficiency bonus for these purposes.

**Ghûl Hide.** You have tough skin that can sometimes turn aside blows from even sharp weapons. Your AC increases by 1.

**Ghûl Jaws.** Your canine snout and sharp teeth make your bite effective in combat. It inflicts 1d4 piercing damage and is considered a Light weapon. (Fighting with “two weapons” in the case of using your jaws entails biting and striking with a handheld weapon. Even the most skilled ghûl cannot split their attention to use their bite and two handheld weapons.) You are always considered proficient with your jaw as a weapon. Given time, you can eventually gnaw through thick rope, tough leather, and even some woods.

**Ghûl Resilience.** You have advantage on saving throws against poison (damage or the condition), and resistance against poison damage.

**Sacrosanct Death.** You cannot be reanimated as undead, and your deceased body and parts thereof cannot be utilized for necromancy as a spell’s material component or as a target. If one or a group of ghûl devour a substantial amount of a corpse (at least half, by mass), they pass this trait on to the corpse, which also cannot be reanimated or used for other forms of necromancy. You acquire this trait upon eating raw, dead flesh for the first time in a childhood ritual. Very young ghûl, or those who have not been exposed to the ritual, might not possess this ability.

Note that *raise dead* and similar spells that permanently restore authentic life are exceptions to this rule, for both ghûl and the deceased individuals they eat—but these sorts of magic are virtually unheard of in Redoubt.

**Scavenger’s Feast.** Rotting flesh and other forms of putrefaction cannot make you ill; in fact, you find the smell and taste of long-dead flesh sweet and pleasant. You cannot acquire a disease from dead and decayed things or become poisoned from the by-products of natural decay, though you can be affected by poisons introduced to dead flesh from another source. Even diseases that would be transmissible by a living host can no longer affect you if they’re present in a dead creature you encounter.

**Languages.** Ghûl cannot speak other languages, and most non-ghûl cannot speak their language, which consists of a series of growls, barks, and raspy hums. Ghûl throats and vocal cords are made for sounds that can only be replicated by canine-like species. All ghûl understand this Ghûl language and Common.

**Ghûl-Friend-Speech.** Due to the communication barrier posed by the ghûl language, the species has developed a simplified version of its language that, when combined with gestures, can be readily taught to members of other races. The “ghûl-friend-speech” can be understood by any ghûl and conveys the basics needed for trade and cooperation. With their player’s consent, you may designate another character (a past companion or someone who has dealt with ghûl extensively) as having been trained in ghûl-friend-speech. This does not “use up” any of their opportunities to learn languages from other sources. After a month of continuous contact with another character, you may teach them ghûl-friend-speech as well.

**Initiation:** Driven by an overall sacred mission to consume the flesh of the dead, ghûl culture does not recognize many specialized roles, but every ghûl develops a natural inclination for or, by dint of training, is recognized as belonging to one of the following initiatory societies.

## Blackjaw

Blackjaws are stronger ghûl who take up heavy labor, fighting and, when necessary, hunting to turn the living into the dead upon which they feed. Hunting is a food-gathering method of last resort, for it is not in the nature of ghûl to kill prey themselves. As a blackjaw, you have darker fur (either ancestrally or dyed to mark you as a member of the society), more muscle, and powerful jaws, scarred by training.

**Ability Score Increase.** Your Strength increases by an additional 1 point.

**Powerful Ghûl Jaws.** Your jaws inflict 1d6 damage, not 1d4.

**Blackjaw Combat Training.** You have learned to use your jaws more effectively in combat. This has two effects:

- Other creatures provoke an opportunity attack from you when they attempt to grapple or strike with an unarmed attack. This opportunity attack must be a bite.
- Whenever you use a one-handed melee weapon but nothing else in your off hand, you gain a +1 bonus to AC.





since you can keep enemies at bay by snapping at them with your jaws. If, for some reason, you cannot currently use your jaws as a weapon, you temporarily lose this benefit.

### Redwalker

Before Redoubt, redwalkers were advance scouts who sought out carrion and water, warned their people of danger ahead, and negotiated with anyone they encountered using simple sign language. In Redoubt, redwalkers “speak” for ghûl work gangs and patrol the city’s byways for incursions of the Dead. As a redwalker, you tend toward the slender side of ghûl builds. You have reddish fur due to your ancestry, sun-bleaching, or because you dyed it to mark your affiliation.

**Ability Score Increase.** Your Constitution increases by an additional 1 point.

**Keen Senses.** You have proficiency in the Perception skill.

**Scent of Life.** If you can smell them, you have advantage on Insight checks to determine the emotional states of living beasts, giants, and humanoids. You can smell their fear, anger, friendliness, and more. For instance, you may detect the smell of rage, indicating an intention to attack, despite deceptive friendliness. If the subject’s smell is masked or you can’t smell anything for your own reasons, you lose this benefit. Furthermore, if you successfully track a living beast, giant, or humanoid using Perception, you may make an Insight check with the same DC as the tracking check to

determine the emotions your quarry was feeling when they passed through the area. You do not have advantage on this check, however.

**Scent of Death.** You have advantage on Perception checks to detect corpses, putrefying flesh, or the undead. This applies to cases where undead attempt to hide from you or conceal their true nature with a disguise. Despite the name, this is a mystical attunement to death and decay, and functions even when you can’t smell anything.

**Signing.** You have proficiency in Intelligence checks to communicate without knowing or using the language of another intelligent creature.





# BATTLETECH

## CLAN INVASION *REDESIGNING CLASSICS*

### BATTLETECH: CLAN INVASION

CAT 35050 ..... \$19.99 | Available Now!

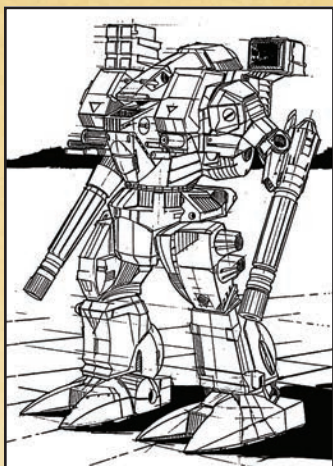
It all began when the real world impinged upon our favorite game universe.

Back in the '90s, a lawsuit mandated the removal of a dozen "classic" BattleMech designs that could no longer be shown. Starting in 1996, FASA Corporation began that removal and it stayed in force for decades.

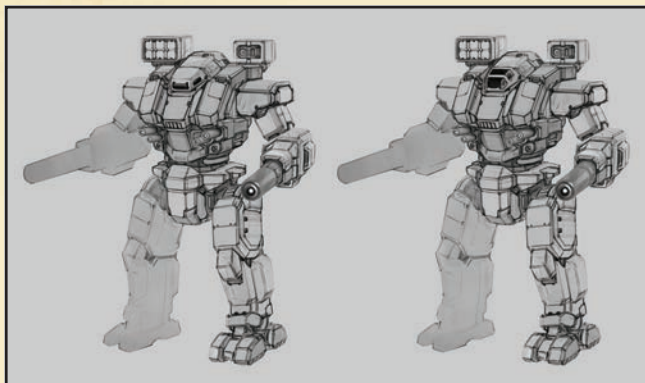
The problem, of course, is that these were the 'Mechs that launched BattleTech into the minds and hearts of millions of fans around the world. And yet we couldn't use those illustrations (they became known as the Unseen). When the record sheets were redesigned as part of the publication of the *Total Warfare* series of rulebooks, and 'Mech illustrations were included on each sheet, those had to be blank or a silhouette.

In 2003, FanPro published *Technical Readout: Project Phoenix*, which created an in-universe reason for why these centuries-old designs would get a face-lift. And we did just that, often pushing the look well beyond the original to side-step any possible legal complications. But within the BattleTech universe context, these designs only existed in later Eras. The conceit being that the original illustrations — the ones we could still no longer use — still were those BattleMechs in previous eras; hence the silhouettes of these *Project Phoenix* designs used on record sheets that corresponded to those early Eras.

Ultimately, that solution didn't really feel right; in fact, it was a huge disconnect, especially considering how powerful BattleTech imagery is. We did the best we could at the time, but the team in place (including myself) were not up to the task of taking it all to a completely different level. What's more, the fans were still left without images (and hence miniatures, except for the old ones they'd had knocking around since the '80s or early '90s) representing those beloved classics.



Duane Loose



Anthony Scroggins



We debated the challenge for literally years; How can we mess with these designs? How will the fans react if we tell them that the memory in their heads or the illustration in all of those old books is not what it looks like?

Decades of discussion across numerous companies. And always, the concerns surrounding legal issues potentially impacting our beloved universe again.



Anthony Scroggins

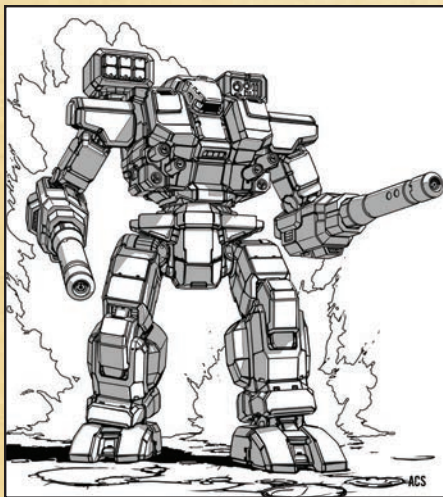
In 2013, however, we decided "Enough was enough" — those 'Mechs represented the heart and soul of BattleTech — had remained in limbo for nearly twenty years, and the game was still suffering for it. What's more, we felt that we finally had a team in place with the skill set and passion to go to a whole new place. Anthony Scroggins and his artistic team for the creation of the redesigned 'Mechs, and then Brent Evans, Ray

Arrastia, and myself as the control team for review and commentary.

This would not be some in-universe explication of a new design. Instead, we would simply make the coolest, best new designs possible, release new miniatures, and tell players, "Here ya go. This is the design that's always been there. Enjoy!"

At Gen Con 2015, we unveiled the newly redesigned Warhammer (and several other Unseen BattleMechs) with 3D-printed miniatures as well as a new Black Widow full-color banner illustration to celebrate their return. And of course, the news swept like wildfire across the Internet.





Anthony Scroggins

The first comments were almost universally "But it looks exactly like the original?!" And every time we would tell them, "Go compare them side-by-side, and you'll see that literally every panel and bolt has been tweaked." They'd then come back and say something along the lines of, "Wow, I can't believe it's that changed, because now it looks as cool as it's always been in my head."

And that was the goal all along! After all, we're the biggest fans of *BattleTech*. I picked up the *2nd Edition* box set in December of 1986 and fell in love with these designs. However, almost no universe can survive that many decades and not try and re-invent its imagery. So, this was our chance to retain the best of the elements of those classic designs, while folding in modern aesthetics so they can sit well on a shelf against any other universe and hold their own in the "Dang, that's cool!" category.



Anthony Scroggins

As a cool aside, that initial process was so successful that Piranha Games began their own redesigns of those 'Mechs for *MechWarrior Online* - they also appeared in *MechWarrior: Mercenaries*, which was *then* also used in Harebrained Schemes' *BATTLETECH* game.

Based upon that initial success, we continued to develop these new redesigns with an eye toward new core box sets. The process is exceptionally time-consuming; I remember afternoons when our entire team would be reviewing every single previous iteration of a 'Mech (in some cases, there might be ten illustrations up side-by-side on my two-screen set-up), highlighting and commenting on every nuance — "This bit here is quintessential. This thing here is not." And so on. Then Anthony and his team would work on a combination of sketches and renders (see December's *GTM*'s for the Art Creation article that more fully expands upon this amazing development), and we'd have the discussions all over again. Then revisions to that work would be made, and that conversation would occur again. Once a sketch was locked down, the render could be finalized, and we might have two or three of those same discussions again.

Some designs flowed more easily, while others seemed to drag on endlessly as we didn't agree, had heated discussions, and verbally punched and kicked at it until everything finally fell into place. The illustrations accompanying this article show the transition of the *Warhammer* through parts of that process (as it was on the cover of the first three editions of the core box set, most long-time players were introduced to the game via this iconic *BattleMech*).



Jared Saunders

That breadth of work, along with other production factors implemented to increase the quality of the miniatures, meant we did not have prototypes of our new box sets (*A Game of Armored Combat* and *Beginner Box*) to show off until *Gen Con* 2017, and they did not officially go on sale in retail until January 2019. However, preorders had us starting a reprint before the first ones even got out the door, and we've ultimately sold more than fifty thousand copies of those two box sets in 18 months. A phenomenal accomplishment for a thirty-five-year-old game.

The response to the redesigns as well as plastic miniatures boasting a higher quality than any *BattleTech* piece has had before, have unlocked the possibility of not only redesigning and producing those plastic miniatures en-masse, but bringing in Clan 'Mechs like the beloved Mad Cat (Timber Wolf). Hence the launch of the *Clan Invasion* box set and the unlocking of nearly one hundred additional redesigns.

Every time I hold a new prototype in my hand from the factory, I still have the same giddy sensation: "This is now as cool-looking as it always was in my head." It's a fabulous time to be a *BattleTech* fan.

Interested in more details? Check out [bg.battletech.com](http://bg.battletech.com).

...

*Randall N. Bills has led the development and publication of hundreds of novels, sourcebooks, rulebooks, box sets, game aides and more. He's currently the Managing Developer for Catalyst Game Labs, overseeing the strategic development of the perennial BattleTech and Shadowrun properties, while managing the rollout of Catalyst Game Labs' new line of tabletop games, including core development of Dragonfire.*



# BATTLETECH™

## ◀ POINT OF VIEW Part One ▶



**BATTLETECH: CLAN INVASION**

**CAT 35030..... \$49.99**

**Available Now**

**JUDEA JUNGLE  
TOLAND  
FEDERATED COMMONWEALTH  
MARCH 3050**

The strategic-scale inset in her HUD was small, more like a button than a screen, but it was good enough to show Elemental Bitter that the battle had already moved away from them. She kept most of her attention on the landscape around her as she advanced with the rest of her Point, but the strategic screen had already told her the story she cared about.

There was no glory to be won left for her.

And her Point Commander, Keefer, idiot that he was, still had them chasing a 400-year-old *Stinger* through these damned woods.

The Jade Falcons had come all the way back to the Inner Sphere, all the way to Toland, and what did they find? Mercenaries too cowardly to fight. Money-soldiers who broke at the first exchange, leaving their comrades to die. Freebirths, one and all.

She would not earn her right to challenge for a Bloodname in this battle.

Of that she was certain.

"We are gaining on it," Keefer said. His radio was dialed down to the Point channel, too low-powered to go much farther than the dispersed five Elementals could hear inside their powered armor. There was little chance of it being detected. The armored infantrymen were spread apart in roughly pentacular formation, far enough apart that a lucky strike wouldn't damage them all, but close enough to support each other when faced with a 'Mech. Her flamer could shoot concentrated fire 90 meters, and her short-range missiles three times that.

Bitter made sure her microphone was muted before muttering, "It is twice as fast as we are." A *Stinger* was a scout 'Mech, armed usually with lasers and machine guns. It would be deadly to normal, unarmored infantry. But to her battlesuit, an annoyance if she was stupid enough to let it hit her. This was one of the rarer models with two lasers instead of machine guns, but that didn't concern her.

The MechWarrior inside was a coward. They'd proven that by running away.

"You can see how fresh the breaks are by the way the sap falls," Keefer went on.

Bitter rolled her eyes. None of the trees in front of her were even broken. The 'Mech was barely three meters wide. She'd destroyed machines like it in training. It could pick its way through a forest like this if it had to.

Her Cluster, the Ninth Falcon Talon, had landed with the Turkina Keshik itself, the personal Cluster of Khan Vandervahn Chistu.

Bitter finally had a chance to prove her worth to the second-in-command of Clan Jade Falcon himself. The bid had placed them on the Keshik's flank, but that was only proper. And then Keefer—the idiot—had bid their Point to pursue a *Stinger* that had cut and run when the rest of the Tertiary butchered its company. The bulk of the mercenaries had taken flight, except their Point. They'd stayed here, stalking a coward who'd run from battle.

That had been fifteen minutes ago.

And already Keefer thought he could read the sap of a tree he'd never even known existed twenty minutes before.

In her mind's eye, she already saw herself challenging him to a Trial of Position and taking command of the Point from him. As soon as they were back aboard the ship and she could draw the Circle of Equals.

Blinking, once, long and hard, Bitter shook the doubt from her mind. She brought the right gauntlet of her suit up high enough that she could see the soot-blackened cone of her flamer. If there was glory to be had here, she would find it. She was the product of centuries of selective breeding, trained from birth to bring the wrath of Clan Jade Falcon to the barbarians of the Inner Sphere. It was time to act like it.

"I will take point, Point Commander," she said, lengthening her stride. "My sensors got a flicker this way."

The *Great Father must be smiling on me*, she thought a moment later as she came across the trail of what could only be a 'Mech: broken branches and deep footprints in the jungle's soft loam.

"And now I have the trail as well, *quiaff?*"

"Aff," Keefer said. "Flush him out for us, Bitter." An update sent by his suit to hers and the others showed the order of movement twisting to follow her suit on her tac map.

"Aff," Bitter said, trying to keep her voice level.

Him. He *might just as easily be a she, you idiot.*

[END PART ONE]

...

Jason Schmetzer is an award-winning author and editor who has written more than 50 short stories and novellas. His work has appeared in more than 25 products across many properties, both online and offline. Recent works include the BattleTech novel *Redemption Rift* and the novella *Shell Games*. When not writing in other peoples' worlds, he is one of the founders of the publisher Warning Label LLC, and works in independent publishing as an online marketing professional.



# BATTLETECH™

## BEGINNER BOX

FORGED  
IN IRON



**CATALYST**  
game labs™

[WWW.CATALYSTGAMELABS.COM](http://WWW.CATALYSTGAMELABS.COM)

©2018 The Topps Company, Inc. All Rights Reserved. BattleTech, BattleMech, 'Mech and MechWarrior are registered trademarks and/or trademarks of The Topps Company, Inc. in the United States and/or other countries.



# GODS LOVE DINOSAURS

DESIGNED BY KASPER LAPP



## GODS LOVE DINOSAURS

PAN 202016 ..... \$39.95 | Available October 2020!

I have never played the game *Silk*. But I heard *Shut Up & Sit Down* review the game, and they really liked the moments when the monster ate worms ("Nom, nom, nom!").

That made me want to make a game where animals eat other animals, too. This turned into an idea of making an "ecosystem manager" — a game where you have to keep the balance between populations of animals in an ecosystem.

I decided to use dominos to build the eco system. My aim became to make "Kingdomino, but where your kingdom comes alive."

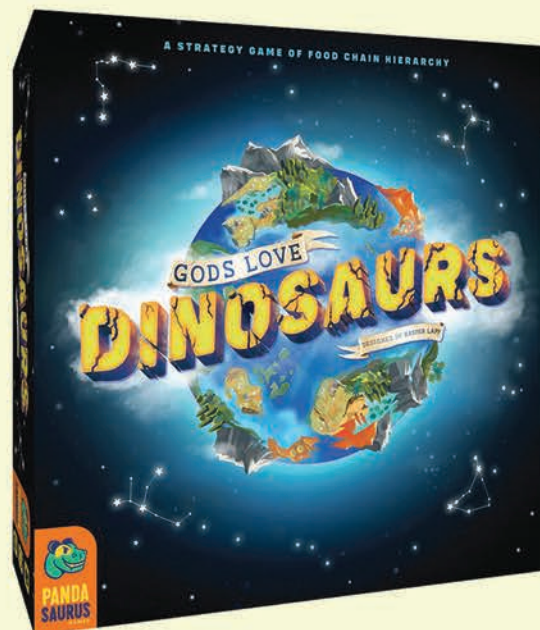
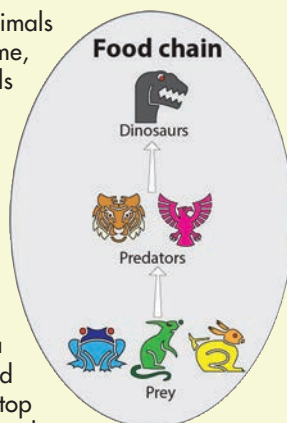


(I have a special relationship with *Kingdomino*, because it won the *Spiel des Jahres* the same year *Magic Maze* was nominated, but that's another story).

I chose the first animals that came to mind for the ecosystem. Rats, rabbits and frogs are all at the bottom of the food chain, which are all eaten by tigers and eagles. I chose them because... well, those animals are just cool. But what would eat tigers and eagles? I was stumped, so I tried to think of the absolute coolest animal. Dinosaurs, of course!

I had never imagined that all the animals I chose would make it to the final game, but I think that the fact that these animals don't really make sense with each other in a zoological sense has a certain charm to it. And it fits what ended up being the narrative: crazy gods building ecosystems.

The goal I wanted players to have in this game was to keep a fine balance in their ecosystems, but how do you measure this balance in a simple way? I realized that a balanced ecosystem is one that allows a lot of top predators (dinosaurs) to live. If, for example, there were too few tigers and eagles, the dinosaurs would starve. But if there were too many tigers and eagles, they would eat all the prey and end up starving, ultimately making the dinosaurs starve as well.



Initially, points were given based on how many dinosaurs you had alive in your ecosystem at specific moments of the game. Later, I changed it so you get a point each time a dinosaur ate a tiger or eagle — because that meant that points were tied directly to the most exciting moments of the game: When your dinosaurs come ravaging down from the mountains to eat (I don't think dinosaurs actually only lived in mountains, but again, it just seemed cool).

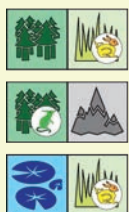
During the game, players will draft tiles with two different (or similar) terrains and often a new animal on one of those. That didn't change during the design process, except that I changed the spaces to hexagons instead of squares. That made the placement of tiles less frustrating. It can be surprisingly hard to keep similar area types together using square dominos, but it became a lot easier with hexagons. In *Kingdomino*, keeping area types together is a central part of the challenge, but in *Gods Love Dinosaurs* (PAN202016) the challenge lies elsewhere, so I wanted to make that part easier for the players.



The most important development of the game was the flow. In the first version, the game consisted of a set amount of rounds. In each round, players were presented with tiles and picked one each to add to their ecosystem, then a card was drawn that dictated which animals would move (for example, "rabbits and tigers").

There were two problems with this. First of all, it was often quite obvious what tile would be best for your eco system. Second, you didn't get any chance to plan ahead, since you wouldn't know which animals were going to move.





Even though the game didn't really work, the playtesters obviously enjoyed the "eating moments" of the game a lot, so I knew the game had potential and set out to fix those two problems.

First, I tried less random movements: you now knew ahead of time that the rabbits were going to multiply soon, or that the dinosaur would have to eat in a few turns. But you still didn't have any control over it and it still didn't solve the fact that your best choice of tile during drafting was often too obvious.



I needed more reasons for players to want one tile instead of another. And then it came to me — I could perhaps solve both my problems at once by introducing 5 columns of tiles, one for each animal (except for dinosaurs). Whenever the last tile in a column was taken, that type of animal would move.

Suddenly, there was a lot more to think about when choosing tiles. It might still be obvious which tile would be best for your ecosystem, but what if it was in the wrong column? Players now had to balance the choice between "which tile is best" and "which animal should move." Problem one was solved! At the same time, players now had control over which animals ended up moving — instead of it being decided by random card draws. Problem two was solved as well!



I love the moments when a rule change suddenly makes a game "click." This was one of those moments. The rest of the design process was just about getting the details right, and it ended up being my fastest idea-to-contract-proposal process yet (three and a half months).



Pandasaurus Games did an amazing job with the visuals and made ani-meeples for all the animals, so I can't wait to get my own copy. *Gods Love Dinosaurs* (PAN 202016) is available now.

...

*Kasper Lapp is a Danish board game designer. He is probably best known for his real-time cooperative game, *Magic Maze*, that was nominated for Spiel des Jahres in 2017.*





# The Zodiac Die



## THE ZODIAC DIE

**SJG 5959 ..... \$12.95 | Available November 2020!**

In its finished version, the *Zodiac Die* is a great item for dice collectors. The astrological symbols are super readable, in crisp white on a black background. And the die is a giant – it's a full 30 mm.

It's very useful, and a lot of fun, as a character creation tool... but that isn't why I originally wanted to produce it. No, I confess it: the reason was much simpler! I just thought that it would be a cool idea to do a d12 with the Zodiac symbols on it. I like dice, and that seemed like a good idea that hadn't been done yet. I am not disappointed at all. It's beautiful!

It's the 16-page booklet, though, that makes it a great game supplement. Faithfully following the tenets of modern Western-style astrology (1), it lays out a system for using three rolls of the die to create a detailed description of a character's personality. That's 12 to the third power, or 1,728 – a big enough number that you don't have to worry about repetitions. Every character has a sun sign, a moon sign, and a rising sign, or "ascendant." Associated with these, we find:

- A calendar range for their birthday.
- A color.
- A metal.
- A particular physical vulnerability. These can be used to determine the area of injury from a trap or random arrow, or as a hint where disease might strike.
- Facets of the character's personality, which combine in different ways.
- Some particular generic game modifiers based on the personality. For instance, Aries is a bad liar, and receives a penalty on any attempt to fool others. But Aries is also generous and will react well to a request for help.



This book is not a primer on astrology, nor is it meant to be retroactively applied to existing PCs who already have their own lives. (2) Rather, it is a tool to quickly generate a personality for a randomly met individual, or to get hints about a new character you are creating. The *Zodiac Die* is system-free. The game modifiers described in the booklet are given in general terms, so GMs can apply them as they see fit. (3)

Here's something that I did not think of when I was putting the book together, so here it is now, as a bonus! This is a way to use the *Zodiac Die* to predict the future... specifically, to get hints about what might happen to a PC during the adventure. You'll need an astrology column from the newspaper or a printout from the Internet. The date doesn't matter at all!

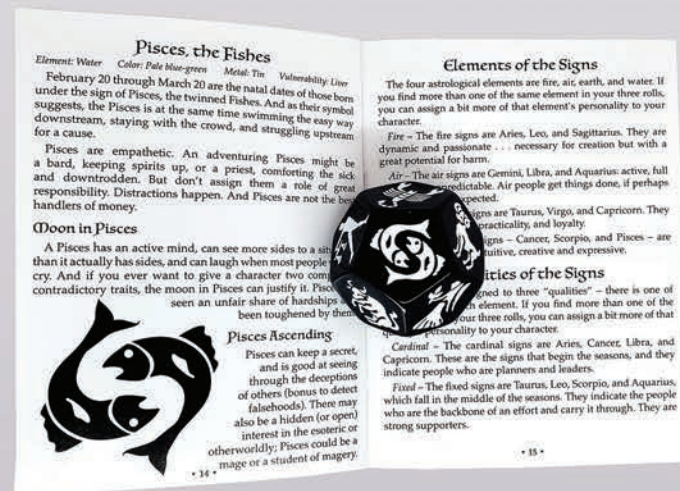
You can approach it two ways. It can be used with an in-game event: the players visit a wizard who casts their horoscopes or foretells their future in some other way. Or it can be used in secret by the GM who wants a bit of inspiration.

Either way, just roll the die for each character. Then consult your chosen astrology column, and voila! The result may be cryptic ("A day for decisiveness! Or is it?") or very specific ("Avoid women in blue, especially those carrying huge swords.") If you're using it in-game, just tell each player their fortune, and see what they do. Of course, you can nudge your players toward getting their fortunes told in the first place. Perhaps it's a local custom; perhaps the Astrologers' Guild owes them a favor and is paying it off by reading the stars.

If you're using it as pre-game inspiration, ask yourself how each fortune might line up with existing game events. Even if four are nonsense, the fifth may be exactly what you want. (Aha! Women in blue? There's a rival city-state whose army wears blue. We must be going to war!)

Either way, let your players see you roll the mystic die and (behind the screen, of course!) consult the Book of Fate. Then deliver the judgment of the stars!

...



- 1 In which I emphatically do NOT believe, any more than I believe in dragons, but they are both fun for games!
- 2 However, it would make a great personality quirk to have a character who believed wholeheartedly in astrology and used this die to determine their own actions.
- 3 That being said, there's a great article by Stefan Jones in *Hexagram* #2, "Horoscopy and Cosmic Alignment: Astrology on Cidri," for those who want to delve more deeply into the mysteries of a universe where astrology *does* work.



# LOST RUINS OF ARNAK



By Min & Elwen

## FROM INSPIRATION TO THE FINAL GAME



### LOST RUINS OF ARNAK

CGE 00059 ..... \$59.95 | Available Q4 2020!

*Lost Ruins of Arnak* is a board game for 1-4 players about exploration, adventure and discovering an ancient forgotten culture, featuring a unique combination of deck-building and worker placement.

### INSPIRATION AND BACKGROUND

The inspiration for the game was a bit of Jules Verne, a bit of the story of Atlantis and lots of Indiana Jones. We actually started with a "build a medieval city"-theme. After a week or so we decided to abandon that as it didn't draw us in. On the second try, Min suggested a theme of adventure, exploration, uncovering mysteries — and we loved it, it fit the game so well and we really enjoyed working on it.

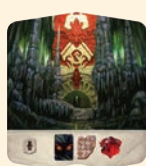
We hope to have achieved a light-hearted adventure feel, with some undertones of archaeology and uncovering old mysteries. Our goal was to create a history with all the artifacts, beasts and locations you encounter in the game, to reveal the vanished culture and the Island, along with its mythology and writing system.

Along these lines, the artifacts have been thought through — some are simple objects of everyday use, but most carried a spiritual or mystical meaning to their owners. Some are more rare — treasures used by leaders or in ceremonies. The rarest kind are the items even the ancient people of Arnak told stories about — you might see some of them on the Legend tiles.

The beasts also had a profound relationship with the ancient people of Arnak — while most were just dangerous and clever predators, others were revered and worshipped as messengers of the gods.

Additionally, the runes you will see on different artwork scattered throughout the game actually have a meaning. So, it is possible to read them.

It's actually kind of funny how much of what was created is not really in the game, but rather scattered in bits and pieces throughout. We enjoyed creating the world a lot, and we hope the players will really get the feeling of exploring a forgotten culture.



### BLENDING DECK-BUILDING WITH WORKER PLACEMENT

Combining the two main mechanisms: deck-building and worker placement, wasn't easy. The main issue we had to tackle was the different game flow of these two mechanisms. In worker placement games, you usually place just one worker per turn, but in deck builders you usually play your entire hand. Having players play the entire hand while only placing one worker seemed to be favouring the deck-building mechanic too much. However, we could not let a player play all their cards and place all of their workers, because then the worker placement would not work.



So we decided to limit players to one action per turn in what we call "micro turns" — they can either play a card for its effect or spend it to gain its travel value and place an archaeologist on the map. That was one of the most important decisions we made when designing the game. This multiple use of cards creates a lot of interesting decisions and creates good timing dilemmas for the player. Like: "If I visit this site now, someone might buy the card I am eyeing. But I really want to visit it, because then I could gain a bonus from the research before they do."

The combination of worker placement and deck-building heavily contributes to one of the things that we like the most about the game — that it is generally up to you how you decide to play it. There are lots of different strategies. Some people try to gear up by buying lots of items, some try to create a bigger team by hiring assistants. Some focus on the exploration or defeating the guardians of the island, others try to be the first ones to make discoveries on the research track. So, deciding when and how to invest your resources is a major thing.



Building nice combos is an essential part of every deck-building game — and in *Lost Ruins of Arnak*, it sometimes leads to really funny and interesting combinations. We were really happy to see our playtesters enjoying the game when they stumbled on situations like for example using the item Fishing Rod to pull an Airplane out of water, having timely delivery of a Pack Donkey by utilizing Airdrop card or when your trusty Ostrich helps you fight off the army of ants.

...

Min and Elwen are nicknames, coming from the duo's other hobby, Live Action Role Playing games. To quote the two: "Friends have called us Min and Elwen since before we got married and the names stuck. We still call each other by those names today." Min and Elwen are the designers of *Lost Ruins of Arnak* and longtime friends and employees of Czech Games Edition.





# DUNE

## IMPERIUM

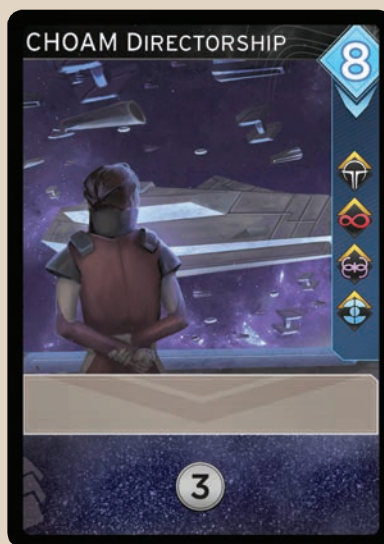
### DUNE: IMPERIUM

DWD 01000..... \$50.00 | Available November 2020!

I saw the first *Dune* film in a Delaware theater in 1984. My brother and I were visiting our cousins and we'd all gone to the theater. My brother was very excited. At the time, I didn't know anything about *Dune*, and to be honest, after the movie I didn't fully understand what I'd just seen. But it piqued my interest enough that I read the book and soon fell in love with the world that Frank Herbert created.

Thirty-six years later, I find myself in a very different place. This time, I'm excited along with countless other *Dune* fans about the upcoming Denis Villeneuve-helmed film from Legendary Entertainment. I've also had the privilege of getting some sneak peeks of the film over the past year, so that we could find the right inspiration to make Dire Wolf's brand new board game – *Dune: Imperium*.

*Dune: Imperium* uses deck-building as a core element of gameplay. As we did with *Clank!*, we wanted to use deck-building as a way to deliver a highly thematic board game experience. Because *Dune* is a complex world of intrigue, where leaders plot and scheme to maneuver their pieces into appropriate positions, I decided that worker placement was a good fit. And it was important that the game take a different approach than the classic *Dune* board game. That game focused solely on Arrakis, challenging the six major factions of the *Dune* universe to fight for finite land and resources. In *Dune: Imperium*, we widened the scope of the playing field, building Arrakis and many of these famous factions into the board for a larger story to unfold across the universe.



Our game welcomes each player to portray a leader of a Great House of the Landsraad, fighting over control of Arrakis and the spice trade. Each player is not only waging a land war for precious territory and resources, however. They must also court the key pillars of the Imperium – the Emperor, the Landsraad Council, the Spacing Guild, the Bene Gesserit, CHOAM, even the Fremen – all NPC factions offering strategic advantages to any House who earns their favor. In one game, you might play as Duke Leto Atreides and befriend the Fremen and make an alliance with the Spacing Guild. In another, you might be Baron Harkonnen, exploiting your opponent's weaknesses with the Bene Gesserit's secrets and schemes, while tying your destiny to the Emperor. We take a "what if?" approach to gameplay, staying true to what each faction should feel like within the context of the game, but allowing players to divert from the specific political alliances and events in the book allowing a new, yet authentic, *Dune* narrative to emerge in every playthrough.



This "what if" approach goes even further. In the book, one of the reasons that Duke Leto becomes a target is that the Atreides family has attracted some of the best allies in the Imperium. Thufir Hawat





is a celebrated Mentat, Gurney Halleck is an inspirational military leader, while Duncan Idaho is an unrivaled swordmaster. In *Dune: Imperium*, all of these powerful figures who loyally served House Atreides in the books are now available to any House to recruit. What if the Beast Rabban rose to power with Duncan at his side? Or if House Richese aligned with Lady Jessica? You get the idea.

Finally, the story of *Dune* is not only about politics. Why would you be recruiting swordmasters and military geniuses, if there weren't wars to be waged? So we obviously had to inject a healthy dose of military conflict into the game. Every round, there is a conflict that players can engage with, a skirmish or battle to be won. You'll have to decide whether to use your cards to send your agents into battle or toward other endeavors.



Keeping a watchful eye on your opponents is key; if a battle is heating up between two of your rivals, perhaps it's better to sit it out and instead muster some troops for future conflicts. Much like the film, we've made a game where the fate of the Imperium is determined by the choices you make. What strings will you pull? Who will you trust or betray? How much will you claim, destroy, or sacrifice? With every card comes another choice and challenge that takes the story in a new direction, making each game an epic and memorable adventure.

Paul Dennen is the Creative Director of Dire Wolf Digital, where he created *Clank!* and other great tabletop and digital games. He is the lead designer of *Dune: Imperium*.

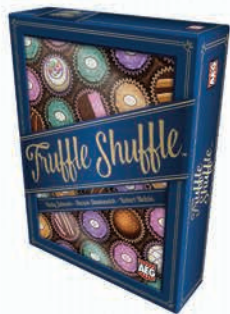




# HOLIDAY GIFT GUIDE

Despite the challenges of this year, it brought board games to the forefront and families are playing together more than ever. This holiday season will see an upsurge in board games as gifts, and AEG has a great set of titles for all ages to enjoy together!

This summer saw the release of the mega-hit *Mariposas* (AEG 8070, \$49.99), by award-winning designer Elizabeth Hargrave. *Mariposas* has received critical acclaim for not only its engaging gameplay, but its loving treatment of the subject matter: the migration of the monarch butterfly. By faithfully capturing the challenges of these beautiful creatures, *Mariposas* creates an engaging experience that also teaches through play. People who play the game don't see these creatures the same again.



Along with *Mariposas* came *Truffle Shuffle* (AEG 7081, \$19.99), a lighter but equally engaging card collection game built around the idea of creating boxes of chocolates! This more "classic" style card game comes from the creative talent of Flatout Games, who have paired with AEG for several releases. *Truffle Shuffle* has set collection elements that harden back to games like rummy, but with unique mechanics that put just that touch of "gamer" strategy in the mix.

Also from the team at Flatout is *Calico* (AEG 6210, \$39.99), a pattern and color matching game where you compete to design quilts that earn you points for style, but also attract cats ready to snuggle up! Create patterns for points, and then increase those points if you can also attract your feline friends. *Calico* has varying levels of challenge based on the patterns required, so it can be scaled down for younger players, and tuned up for those who want to really compete.



Rounding out the titles that Flatout and AEG have collaborated on is the massively popular *Point Salad* (AEG 7059, \$19.99). This fast playing game of veggie collecting is great for all ages, even the youngest gamers, and is quick and easy enough to engage non-gamer relatives as well. *Point Salad* has been a huge hit thanks to its ease of play, portability, and engaging theme.



And of course, what holiday would be complete with AEG's classics. *Tiny Towns* (AEG 7053, \$39.99) has been a big part of AEG's 2020, featuring on our popular play-along livestreams each day. *Tiny Towns* takes a simple concept of creating color shapes and patterns chosen with a bingo-style method, and challenges the player to build a prosperous little town in a very confined space. The 4x4 grid requires planning but

also adaptability, as the choice of resources can greatly affect your plans. *Tiny Towns* can be played with large numbers of players as well. While the basic game supports up to 6 players, you can combine boxes for even bigger groups!



*Cat Lady* (AEG 5885, \$24.99) is a cute and fun card game where you play as cat ladies, seeking to collect and care for the most cats to earn points! You'll need to get them toys, costumes, catnip and more, but most importantly food. A fed cat is a happy cat, and you'll only score points for cats which have been fed fully.

Leaving any cat hungry at the end of the game will lose you points.

Collect sets of toys and

costumes to increase your score. *Cat Lady: Box of Treats* (AEG 7078, \$19.99) adds to the fun with even more cats, as well as treats, which can feed a cat, but not score the value, as a treat fills them up, but isn't that nutritious! Most fun of all, *Box of Treats* has stickers and blank cards that will let you put your own cats into the game!



And finally, what list of AEG games for holiday gifts would be complete without *Smash Up* (AEG 5501, \$34.99)? This classic series pits just about everything you can imagine against each other! From dinosaurs to ninja, pirates to grandmas, kittens to truckers, you can find them in *Smash Up*! Pair up any two to create your deck, then challenge your opponents to smash the most

bases. After that game, mix and match again for a new experience.

Will ninja dinosaurs defeat alien sumo wrestlers? Or will vampire mounties take the victory? And with AEG's new partnership with The Op, just in time for Christmas you'll be able to bring in the heroes and villains of Marvel comics in *Smash Up: Marvel* (USO SM011000, PI). Hydra dragons vs werewolf Avengers, anyone?

And though *Smash Up* does have a "base" set, the game is modular, which means that any expansion can function as an entry point. A single expansion will allow two players to play and combining two expansions brings the game to the full player count of four.

We are thrilled to be able to bring fun to your table this holiday season and hope it will be a great one for you and your loved ones!





## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



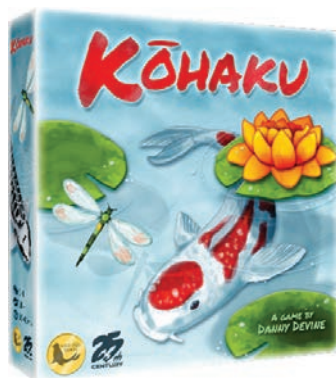
ART FROM PREVIOUS ISSUE

#### GAME TRADE MAGAZINE #251

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 251 ..... \$3.99

## 25TH CENTURY GAMES



#### KOHAKU

Kohaku is a peaceful koi-pond-building, tile-laying game. Each turn, players will draft both a Koi and Feature tile from the central pond board to place into their personal koi pond. Score points by surrounding flowers with koi containing matching colors, placing frogs next to koi tiles that have dragonflies, and ensuring that baby koi have a safe place to hide by placing them near rocks. With no restrictions on the shape of your pond, you can build a unique layout to maximize your koi pond's appeal. Scheduled to ship in November 2020.

CGG 013 ..... \$49.99

## ALLEY CAT GAMES



#### CAT CAFE

Can you make your corner of the Cat Cafe the most appealing to it's feline residents? Be sure to fill your cat towers with toys, food, little houses and comfy places to rest. Roll the dice and then draw your features, to make your corner... purrfect.

ACG 018 ..... \$15.99



#### CHOCOLATE FACTORY

In *Chocolate Factory*, it is the early 20th-century and you are an up and coming chocolatier. Upgrade your factory, hire employees, and use the unique conveyor belt system in this board game to turn cocoa beans into a variety of delicious treats, selling to stores for profit.

ACG 016 ..... \$59.99



#### CORAL ISLANDS

A natural paradise is under threat and needs your help to survive climate change! Featuring two dice stacking board games in one box, you'll be growing and cultivating coral, or protecting the islands at risk of a rising sea level.

ACG 014 ..... \$29.99



#### DICE HOSPITAL

In *Dice Hospital*, a worker placement board game, players are tasked with running a local hospital. Each round you'll be admitting new patients, hiring specialists, building new departments, and treating as many incoming patients as you can.

ACG 005 ..... \$54.99



#### DICE HOSPITAL: DELUXE ADD-ONS BOX

This add-ons box is a great way of upgrading to the *Deluxe* edition if you already have the base game. Featuring 3D ambulances, the experimental medicine mini-expansion pack, wooden tokens and a hospital themed dice tower! This *Deluxe* add-on comes with: 5 3d ambulances, Wooden tokens for the blood bags and fatality tokens, A build your own hospital themed dice tower Experimental Medicine mini-expansion. This expansion provides the following additional components: 8 Department tiles (2 each of 4 types), 12 Specialist cards (2 each of 6 types).

ACG 006 ..... \$30.00



#### WELCOME TO DINOWORLD

Create your very own Dinosaur Park! You'll need paths, facilities and to fill your park with Dinosaurs if you want to attract visitors. In this roll and write strategy board game you'll be drawing your park on the game sheets, just be careful your dinosaurs don't escape!

ACG 012 ..... \$32.99

## ANVIL 8 GAMES



#### FRONT LINE: NO KOMRADES - KAMERADENSCHWEIN EXPANSION

*Kameradenschwein* is a mesmerizing new expansion for the hit card game *Front Line - No Komrades*. *Kameradenschwein* has been a labor of love from creator Will Conway and award-winning artist Kwanchai Moriya, who has created an entirely new cast of conscripts for the *No Komrades* core game. 2-8 players. 20 mins, ages 8+. The box includes: 54 cards in tuckbox, new mission cards, dangerous new Incoming! Cards, brand new characters, maneuvers, events, and equipment (requires *Front Line No Komrades* to play). Scheduled to ship in November 2020.

A8G FLNK03 ..... \$9.99

## ARC DREAM PUBLISHING



#### DELTA GREEN RPG: PX POKER NIGHT

On Saturday, 22 AUG 1998, an unmarked van rolls in and parks at the far end of the fields. Guards in bizarre helmets get out and keep watch. Nobody knows why they're here. The base commander says they're under orders. Everyone is to leave them alone. Poker night is about to take a turn for the bizarre...and the deadly. *PX Poker Night* is a scenario for *Delta Green: The Role-Playing Game*. It includes six pregenerated characters who could become *Delta Green* Friendlies or Agents. If they make it through the night. Scheduled to ship in November 2020.

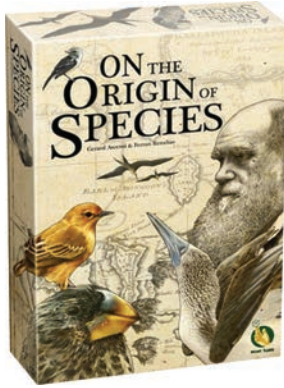
APU 8142 ..... \$14.99



AGS GRPR214 .....\$16.90



## ARTANA



### ON THE ORIGIN OF SPECIES

*On the Origin of Species* is a 2-4 player strategy board game in which each player will step into the adventure of young Charles Darwin on the HMS Beagles expedition through the Galapagos Islands, examining the local species and uncovering their natural history. Trace connections between the flora and fauna you discover as the Beagle journeys through the islands. Find help from the ships crew and uses for the tools in your luggage. Excel in your research and lead the way among your naturalist colleagues. Scheduled to ship in September 2020.

AAX 6001 .....\$39.99

## ATHERIS GAMES



### WHITE ELEPHANT

*White Elephant* is a gift exchange card game where players choose cards from the gift exchange. Each elephant has brought a unique gift to the game (different suits), for example Edgar has those socks you've always dreamed of. Every card is assigned a point value with lesser points being more valuable. Though, if a player is too greedy their chosen gifts will surely be taken by another player in exchange for a trade chip, which will be collected at the end of the round by the player who takes the final cards in the gift exchange.

ATH 2021 .....\$19.99

## SPOTLIGHT ON



### DIGIMON TCG: RELEASE SPECIAL BOOSTER DISPLAY VER. 1.0 (24)

A brand new card game featuring the famous *Digimon* series! Uses the simple but strategic game system created by renowned American game designer Ryan Miller. 'Raising' and 'Evolving' are the key to victory, just like the original story! Contains various types of illustrations sure to satisfy *Digimon* collectors and fans! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2557910.....\$95.76

## BEZIER GAMES



### MAGLEV METRO

In *Maglev Metro*, utilize state-of-the-art magnetic levitation technology to build a metropolitan rail system, transporting workers and robots beneath the city. Replace aging Manhattan and Berlin subway systems with newer, faster, quieter technology. Efficiency is your key to success in this pick-up-and-deliver, tile-laying, engine-building game. Transparent tiles allow your route to overlap your opponents' tracks, winding you along from station to station. Robots efficiently upgrade and adjust your abilities, leveraging unique goals to maximize points. Scheduled to ship in November 2020.

BEZ MAGM.....\$69.95



### WHISTLE MOUNTAIN

In *Whistle Mountain*, take your company's massive profits from all of that railroading and invest them in new technologies, deep in the Rocky Mountains where there is an abundance of resources. Your workers build crazy arrays of scaffolds and machines, upgrading your abilities and collecting resources. As you build with the help of your airship fleet, the mountain's melting snow causes the water below to rise higher and higher, putting workers in danger and increasing the tension on the dynamically-changing board. Scheduled to ship in November 2020.

BEZ WMNT .....\$69.95

## BANDAI CO

## SPOTLIGHT ON



### DIGIMON TCG: STARTER DECK DISPLAY - COCYTUS BLUE (6)

Contains 1x Constructed Deck, 1x Booster Pack (Ver. 1.0), and 2x Memory Gauge. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2560556.....\$59.94



### DIGIMON TCG: STARTER DECK DISPLAY - GAIA RED (6)

Contains 1x Constructed Deck, 1x Booster Pack (Ver. 1.0), and 2x Memory Gauge. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2560555.....\$59.94



### DIGIMON TCG: STARTER DECK DISPLAY - HEAVENS YELLOW (6)

Contains 1x Constructed Deck, 1x Booster Pack (Ver. 1.0), and 2x Memory Gauge. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2560557.....\$59.94



### SILVER: DAGGER (STAND ALONE OR EXPANSION)

In *Silver Dagger* you'll find 14 all new roles and abilities -some of which will have you strategically switching up the direction of gameplay, the #4 Zombie card in particular! Just like in real life, it's pretty hard to get rid of Zombies; you can't put them on top of the discard pile, and they need to be faceup just to pass them to the previous player. Your opponents will only have one more chance to save themselves, or to sabotage you! Combine with other *Silver* decks; each has unique abilities to combine with this deck or play as a stand-alone game. Scheduled to ship in October 2020.

BEZ SLVD .....\$24.95

## GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



GM

NOV 2020

37



## BUDDYPAL GAMES



### AMAZING JUNGLE RUN

This is your dream vacation? You were expecting guided tours and lavish huts, but instead you were dropped off to fend for yourself in the wild. Do you have what it takes to gather necessary food, master the animals, and emerge King of the Jungle? *Amazing Jungle Run* is an innovative, highly replayable game that rewards creative planning and clever tactics. Players compete to be the first to collect 9 points by collecting fruit cards, or the valuable 'Shaman' card. With quick set up time and virtually endless paths the game can take, *Amazing Jungle Run* is designed to be enjoyed again and again. Ready to play? Let's get started. 'It's a jungle out there.' Scheduled to ship in September 2020.

BPA JR001 ..... \$19.99

## CAPSTONE GAMES



### CLOUDAGE

*CloudAge* is a strategy game from Alexander Pfister. The award-winning author has created a dark and dystopian world for 1 to 4 players. Fifteen years ago, the mysterious secret society 'Cloud' sabotaged countless oil production sites to destabilize the world. The resulting environmental catastrophe had disastrous effects on the entire planet. Now, years later, you travel above the dried-out landscape in your airships, searching for a better life. You visit cities, send out drones to collect resources, and battle Cloud militia. Scheduled to ship in November 2020.

CSG 7001 ..... \$59.95

## CATALYST GAME LABS

### SHADOWRUN RPG: GUN RACK

LOCK & LOAD! The Colt Secret Agent. The Ultimax 71. The Izom Artemis. These and many more are in this weapon pack, with each card having game stats and art. Includes weapons from *Shadowrun*, *Sixth World* and *Firing Squad*. *Gun Rack* features 55 cards, covering dozens of guns, swords and beyond, plus quick reference cards to help make combat easier for players! Scheduled to ship in November 2020.

CAT 28504 ..... \$14.99



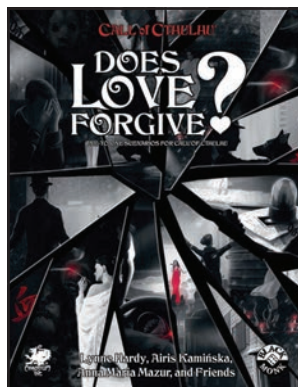
### SHADOWRUN RPG: SLIP STREAMS

Nothing but Shreds. Nothing is real. Everything is real. What you think is real rips and shreds, and the unreality beneath spills out. Everything you dreamed of. Everything you fear. The past returns, distorted and dark. The future sparks in glimpses and flashes. You see it all at once. You can try to deny it. But it is real. Everything is real. Which is that same as nothing being real. Reality is tearing apart. The holes are everywhere. Dive into them. *Slip Streams* is a plot book advancing the story of *Shadowrun*, *Sixth World*. Scheduled to ship in November 2020.

CAT 28301 ..... \$49.99



## CHAOSIUM



### CALL OF CTHULHU: DOES LOVE FORGIVE?

*Does Love Forgive?* is a collection of two special scenarios for *Call of Cthulhu* for one Keeper and one player. Both adventures are perfect for a fun evening of gaming for two people. Each scenario can be played over the course of one to two sessions, and is suitable for Keepers of all experience levels. Scheduled to ship in December 2020.

CHA 23172 ..... \$12.99



### CALL OF CTHULHU: THE MALLEUS MONSTRORUM KEEPER DECK

A range of monsters with game characteristics and evocative artwork. *Call of Cthulhu* Keeper Decks are designed to provide in-game resources, handy references, and information. Use the *Malleus Monstrorum* Deck when you need to reference a monster profile and when designing scenarios and encounters. These decks provide new layers to plots, enhance the story, and provide quick access to an array of fiendish foes. Scheduled to ship in January 2020.

CHA 23171 ..... \$14.99

## CORVUS BELLI

### ARISTEIA!



### AGI EVENT KIT PARVATI EDITION

CVB CBARI54 ..... \$47.99



### MOONCHILD, DOGFACE HUNTRESS

CVB CBARI47 ..... \$19.49

## INFINITY



### ARIADNA TARTARY ARMY CORPS ACTION PACK

CVB 281112-0851 ..... \$95.99



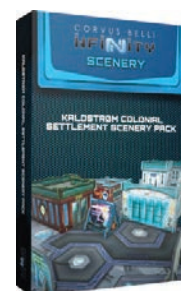
### DIRE FOES MISSION PACK BETA - VOID TANGO

CVB 280035-0845 ..... \$36.99



### BETRAYAL CHARACTERS PACK

CVB 280034-0837 ..... \$55.49



### KALDSTROM COLONIAL SETTLEMENT SCENERY PACK

CVB 285067 ..... \$35.99



## SPOTLIGHT ON



### N4 CORE RULES

*Infinity* is a 28mm metal miniatures game simulating special operations and skirmishes in a high technology, sci-fi universe; an exciting and action-packed near-future where secret missions, black ops, and covert actions determine the destiny of the Humankind. *Infinity* boasts innovating and dynamic rules that keep both players engaged and participating throughout the entire game sequence. With improved and streamlined rules, new troops, more background to set the scene, and introducing O-12 and its Sectorial Army, Starmada, *Infinity* N4 goes one step beyond! Scheduled to ship in October 2020.

CVB 2288603 ..... \$77.99



### NA2 MONSTRUCKERS (SUBMACHINE GUN)

CVB 280749-0850 ..... \$13.49



### O-12 STARMADA ACTION PACK

Scheduled to ship in October 2020.

CVB 282007-0836 ..... \$95.99



### TOHAA HATAIL SPEC-OPS

CVB 280748-0843 ..... \$17.99

## COSMODROME GAMES



### IMAGINARIUM: CHIMERA

Handymen collect fragments of dreams to build their own dream, thanks to new elements: actions, machines, assistants, projects. Team play mode possible for up to 6 players, sharing resources and dreams. Good communication allows combinations of actions. This is an expansion for *Imaginarium*, it cannot be played alone. Scheduled to ship in November 2020.

PJB IMA02 ..... \$29.99

## CREATIVE GOODS COMPANIES

OFFERED AGAIN



### O/A CATAN: CITIES & KNIGHTS WOOD BASE SET

BROWN	
CGC 02065	.....\$7.00
ORANGE	
CGC 02064	.....\$7.00
RED	
CGC 02061	.....\$7.00
WHITE	
CGC 02063	.....\$7.00



### O/A CATAN: GREETING CARDS - GRADUATION

CONGRATS!	
CGC 56110	.....\$5.00
TIME TO SETTLE DOWN	
CGC 56109	.....\$5.00
YOU DID IT!	
CGC 56111	.....\$5.00

# Tsuru: Phoenix Rising

Light Your Path!

Game play  
**20-50**  
minutes

Ages  
**8+**

**2-8**  
players

[www.CalliopeGames.com](http://www.CalliopeGames.com)



## GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GTM

NOV  
2020

39





## O/A CATAN: HOLIDAY CARDS - CATAN

SWEATER CGC 56104.....	\$3.50
LET IT SNOW! CGC 56102.....	\$3.50
MERRY & BRIGHT CGC 56105.....	\$3.50



## O/A CATAN: WOOD BASE SETS

BLACK CGC 02008.....	\$7.00
BROWN CGC 02005.....	\$7.00
PINK CGC 02009.....	\$7.00
WHITE CGC 02003.....	\$7.00

## CROWD GAMES

### #ARTBOX

#ARTBOX is an unusual and fun game, where each player becomes a modern artist. Each game round is an exciting competition of trying to depict your word using just several shapes. Players will also have to challenge their deduction, trying to guess what their opponents tried to depict. Simple rules, quick turns, creative gameplay.

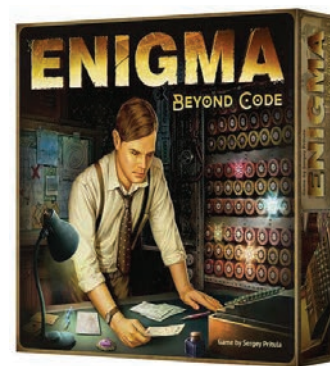
CGA 06001 ..... \$35.00



### ENIGMA - BEYOND CODE

Events of the game happen during World War II when a group of the best cryptanalysts go to the mysterious Victorian mansion hidden somewhere in Britain to help the Allies decipher the Enigma code being widely used by the Germans. But it's not that simple. The Enigma code runs on pure Chaos - the supernatural energy that threatens to break out and destroy the world. And the team of cryptanalysts are not what they seem - each of them has a specific secret role and a goal that comes with it. Scheduled to ship in September 2020.

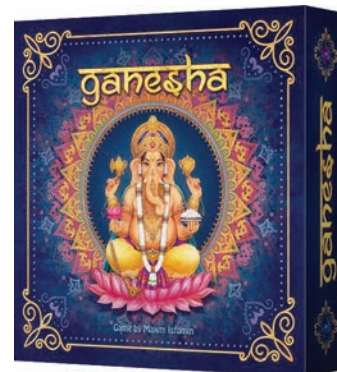
CGA 04000 ..... \$30.00



### GANESHA

Ganesha is the Indian god of wisdom and prosperity. He has a kind and noble heart and large ears so that he can hear all pleas addressed to him. His patronage can remove obstacles from your path to bring you good luck. *Ganesha* is a fast abstract game for a broad family audience. Each turn you choose whether to place cubes on the mandala to score points or to save them in order to score even more points in the future.

CGA 01001 ..... \$39.00



### WINDMILL - COZY STORIES

In *Windmill - Cozy Stories*, players will be storytellers, weaving short tales based on the hidden picture cards they draw. While one player tells a story, the other players will attempt to guess the visible card that matches the story. The more opponents that guess incorrectly, the more points the storyteller receives when a player does correctly identify the card. On the other hand, if all players fail to guess the picture, the storyteller will lose points instead of winning them!

CGA 02001 ..... \$15.00



## CRYPTOZOIC ENTERTAINMENT

## SPOTLIGHT ON



### WW84 - WONDER WOMAN CARD GAME

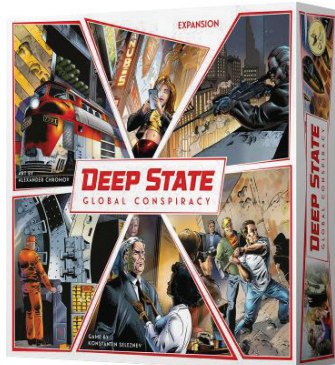
A new era of wonder begins! Based on the long-awaited movie *Wonder Woman 1984*, this fast-paced card game lets up to four players take on the role of the Amazon princess as she fightsoff villains and saves innocent citizens. Each player has a deck comprised of cards with four different Actions: Block, Lasso, Sprint, and Punch; that they utilize to defeat the lineup of Enemies. Play your cards right to gain Rewards in the form of rescued Civilians. Save the most Civilians to win! Scheduled to ship in December 2020.

CZE 08845..... \$20.00

### DEEP STATE - NEW WORLD ORDER: GLOBAL CONSPIRACY EXPANSION

The *Global Conspiracy* expansion includes 4 modules. Each of these modules contains Project and sometimes separate mini-expansions. You can add any of these modules and/or mini-expansions in nearly any combination to your game! Go wild with infinite replayability as you command a vast variety of strategies on your path to becoming the ruler of the world! *Deep State - New World Order* (CGA 03000) required to play! Scheduled to ship in September 2020.

CGA 03001 ..... \$25.00



### DEEP STATE - NEW WORLD ORDER

*Deep State - New World Order* is a game of strategy, conspiracy, set collection, and a little bit of meeple placement, set in a dark dystopian reality. The game events unfold around a secret and powerful organization called "The Committee". Its main goal is to create a unified global government by infiltrating political, financial and social institutions, carrying out covert operations, taking the lead in the world domination projects. Scheduled to ship in September 2020.

CGA 03000 ..... \$40.00





## SPOTLIGHT ON

**DUNE - IMPERIUM**

Deck-building meets worker placement in a new board game of galactic struggle. The iconic universe of Frank Herbert's *Dune* inspires a new generation of fans in the upcoming film from Legendary Entertainment, setting the stage for the first new *Dune* board game in decades. *Dune - Imperium* breaks new board game ground with an innovative design from Paul Dennen and the team at Dire Wolf behind the award-winning *Clank!* game series. How will you seize power? The choices are yours: the cards are death, and the Imperium awaits. Control the Spice. Control the Universe.

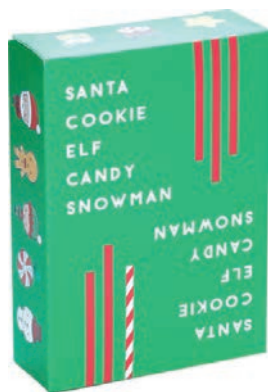
DWD 01000 .....\$50.00

## DOLPHIN HAT GAMES

**OVER UNDER OSTRICH**

Do you really know why ostriches stick their heads in the sand? Find out why in this fast, feathered, frenzy of a card popping game! Be the first to say "Heads up!" as you pop, snatch, & win 6 ostriches. Can you save their hair-dos from a terrible fate? Gameplay consists of popping cards up off the table and catching them to collect a set of all 6 types of ostriches. Super simple rules and very quick rounds.

DHG OUC .....\$10.00

**SANTA COOKIE ELF CANDY SNOWMAN**

This is the Christmas themed edition of our wildly popular hand-slapping party game, *Taco Cat Goat Cheese Pizza*. The premise of these games is simple – say the next word in the pattern (in this version, "Santa, cookie, elf, candy, snowman") and at the same time flip a card from your personal deck. If it matches the pattern word you said then everyone slaps the card pile. Whoever is last takes the pile and adds it to their personal deck. The game ends when one player successfully plays all the cards in their personal deck.

DHG SCECS .....\$10.00

## ECLIPSE EDITORIAL

**YOHEI**

*Yohei* is a skirmish game born from the combination of Japanese folkloric mysticism and its heroic deeds. Combine die rolling, modular boards, and card management to immerse yourself in battles fought by the warriors of your army. Construct buildings, summon powerful events, invoke legendary weapons, and crush your enemy in games that last around 30 minutes per player. Additionally, for those who manage to master the game and want to delve deeper into its mechanics, you can also build your own decks with your favorite characters and events seeking endless combinations and hidden tricks among the skills, weapons and heroes of Jiin. Scheduled to ship in November 2020.

DOI YH001 .....PI

**EARTHDOWN: EMPTY THRONES**

Uhl is Dead. The First Minister of Iopos has died with no proclaimed heir. Spies and schemers orbit the presumed assassination, backed by those desperate to claim the Malachite Seat. Throughout Barsaive, events spiral out from this unexpected moment, calling out for heroes. Iopos rots from within and trustworthy resources are needed to infiltrate the Copper Branch of Councilor Plaza. Jerris senses weakness and agitates for their freedom. False identities, lies, and coercion lead Cara Fahd to the brink of war. Kratos is betrayed by their allies. The Great Dragons seek to ensure Iopos is unable to lay claim to an unstoppable weapon. Scheduled to ship in November 2020.

FAS 14206 .....\$31.99

**EARTHDOWN: IOPOS - LAIR OF DECEIT**

Pitting neighbor against neighbor. Manipulating events to bring the province under Uhls control. This sourcebook for *Earthdawn* dives into the enigmatic home of the Denairastan clan. Learn the history and customs of the people who live there. Explore the Ministries that control every aspect of public life. Uncover the secrets of the Holders of Trust and their nefarious masters. You must know your enemy to defeat them. That knowledge can be found in *Iopos - Lair of Deceit*. Scheduled to ship in November 2020.

FAS 14205 .....\$31.99

**EARTHDOWN: THE ADEPT'S JOURNEY - MYSTIC PATHS**

The *Adept's Journey: Mystic Paths* offers players new character options for those who wish to follow one of these mysterious paths. It explores their motivations, goals, and conflicts, giving characters a chance to find risk and reward alike in their new obligations. Gamemasters find new organizations to work with players, against them, or something more complicated. Rules are provided for Paths, new Disciplines, talents, talent knacks, spells, spirits, and more, ensuring there is something for nearly everyone within. Scheduled to ship in November 2020.

FAS 14204 .....\$39.99



## FLYING FROG PRODUCTIONS

**SHADOWS OF BRIMSTONE: ALT GENDER HERO PACKS****CITY OF ANCIENTS**

FFP 07H01 .....\$31.95

**SWAMPS OF DEATH**

FFP 07H02 .....\$31.95





### SHADOWS OF BRIMSTONE: DELUXE DEPTH TRACK EXPANSION

The *Deluxe Depth Track Expansion* is a great way to add a bit of extra flair and theme to your *Shadows of Brimstone* adventures! This set includes 1 large high-detail plastic Depth Track for use while adventuring down in the dusty Mines of the Old West, as well as 1 textured plastic Hero Posse marker ring and 1 textured plastic Darkness marker ring. This set also includes 15 new cards for the game (4 Gear, 3 Mine Encounters, 4 Darkness, and 4 Growing Dread).

FLP 0715.....\$24.95

### FREE LEAGUE PUBLISHING



### FORBIDDEN LANDS RPG: CRYPT OF THE MELLIFIED MAGE

This volume collects four adventure sites for the *Forbidden Lands* roleplaying game. Within these pages you will visit a dungeon of dripping honey, explore a firing pit for magical pottery, stand in awe of the temple of a monkey king, and go on a dizzying tour through the mind of a mad mage. This book contains: *Crypt of the Mellified Mage* by Fiona Maave Geist (*Mothership*), *The Firing Pit of Llo-Yutuy* by David McGrogan (*Yoon-Suin*), *Temple of the Six-Limbed Lord* by Zedeck Siew (*A Thousand Thousand Islands*), *The Dream-Cloud of Elok Thir* by Adam Koebel (*Dungeon World*) with art by Alvaro Tapia. Scheduled to ship in October 2020.

FLF FBL014.....\$23.99



### SYMBAROUM RPG: ADVENTURE PACK 4

*Adventure Pack 4* features two scenarios that in different ways relate to the growing internal divisions within the Ambrian realm. *Call of the Dark* plays out in the northern territories of the Lost Land of Alberetor, where the player characters will accompany a lowborn noble who is looking to prove the status of her family. The second adventure, *Retribution*, initially deals with the search for a person who has gone missing in the city of Kurun, but is soon shown to involve events which may have serious consequences for the relationship between the peoples of the Davokar region. Scheduled to ship in November 2020.

FLF SYM004.....\$29.99



### VAESEN NORDIC HORROR RPG: A GRIM SECRET AND OTHER MYSTERIES

This book contains four standalone mysteries for *Vaesen Nordic Horror Roleplaying*, playable on their own or as a part of a longer campaign. In these pages you will find: *The Silver of the Sea* - The death of a preacher leads the characters to the rocky western archipelago, where something strange is afoot on Wrecker Isle. *A Wicked Secret* - Travel to the deep forests of northern Sweden and investigate rumors of a murderous beast in a remote village. *The Night Sow* - Welcome to beautiful Mlle, a city by the sea, known to many as the heart of sin and now also for cold-blooded murder. *The Song of the Falling Star* - A cursed child, a strange instrument and a desperate aristocrat. Scheduled to ship in November 2020.

FLF VAS06.....\$39.99

### FUNKO



### BACK TO THE FUTURE: BACK IN TIME STRATEGY GAME

Prepare for a DeLorean-fueled race against time to prevent Marty McFly's future from fading away! Players take on the roles of Major characters from the blockbuster movie that launched the time traveling trilogy and helped define the 1980s. Players work together to defeat Biff and his trouble-making gang while ensuring Marty's parents fall in love and the DeLorean accelerates to 88mph in time to blast *Back to the Future*. Filled with cinematic touchstones and fun strategic choices, this is the game fans have been waiting for! Scheduled to ship in September 2020.

FNK 48720.....\$29.99

### BATTLEWORLD

Scheduled to ship in September 2020.



### CAPSUL (BALL)

FNK 49097.....\$8.99



### MEGA PACK

FNK 49095.....\$24.99

### BATTLEWORLD

Scheduled to ship in October 2020.



### BOSS LEVEL - THANOS SHIP

FNK 51031.....\$14.99



### ESCAPE POD - CLIP-ON

FNK 51032.....\$7.99



### CHRISTMAS STORY: A MAJOR CARD GAME

Help Ralphie get his favorite Christmas gift! A fast-paced card game where players are competing for the coveted Major Award. Avoid dangerous cards like the Triple-Dog-Dare, Scott Farkus, and the Bumpus hounds. Play cards with iconic lines and moments from the beloved film, which either help you, or foil your opponents plans. If you have the Major Award in your hand when the deck runs out, you win! Scheduled to ship in October 2020.

FNK 48721.....\$6.99



### DISNEY HAUNTED MANSION

The spirits are assembling for a swinging wake, and you're invited to socialize! In *The Haunted Mansion* game, move through the rooms on the rotating track to collect grim and grinning ghosts. Bid for Ghouls by taking Haunt tokens and complete sets of spirits to score. But beware! Collect too much Haunt, and you may be invited to stay in the Mansion... forever! Scheduled to ship in October 2020.

FNK 49349.....\$24.99







### ELF: JOURNEY FROM THE NORTH POLE

Help Buddy the Elf stay on track to find his way from the North Pole to meet his dad in New York City! Compete to earn Points while creating a route from the North Pole to New York City so Buddy the Elf can meet his father! Players play Path cards from their hands to create a winding and wacky path for Buddy to travel. Includes a Buddy mover piece to move along the path. Players vie to control Buddy to visit the locations on their secret list as early as possible, to obtain optimal points. Grab gingerbread men or snow globe tokens along the way for bonuses! Scheduled to ship in October 2020.

FNK 48714 .....\$19.99



### ELF: SNOWBALL SHOWDOWN

Compete in a snowball fight against your friends with Buddy the Elf's help! Players build snowballs by drawing cards from the center snow pile containing numbers and colors. On your turn, choose a player and throw snowballs at them (i.e. any number of like-colored snowball cards)! A player responds to the throw by rolling a snowball die. Roll to draw more snow cards and then make a card play to negate or overpower the throw. Roll a Dodge, and the snowball throw goes to the next player! Get hit, and take a Hit card showing a snowball splat. Careful - three hits and you are out of the game! Scheduled to ship in October 2020.

FNK 48715 .....\$6.99

### FOOTLOOSE PARTY GAME

It's time to cut loose! Play as a rebellious teen, fighting against the rural town of Bomonts no dancing law. Each player adds dance moves to a sequence of cards played face-up and face-down. Watch out - get caught exceeding the maximum steps and your opponents will score points as the party gets busted! Slip some 80s kicks on your fingers and win bragging rights in one-on-one Dance Offs! Grab your dance shoes, skinny ties, and bags of grain, because there's a time for everything under the sun and its time to dance! Scheduled to ship in September 2020.

FNK 48716 .....\$16.99



### FROSTY THE SNOMAN

Let's Have a Parade! Team up and help Frosty travel to the North Pole by parading to the train station across town. On your turn, grow the parade by playing a card to help Frosty remove any roadblocks along the way. Keep Frosty's top hat away from Professor Hinkle to keep the parade moving. If the parade makes it all the way to the train station without Frosty melting in the sun, the team wins! Scheduled to ship in October 2020.

FNK 49351 .....\$6.99



### GODZILLA: TOKYO CLASH STRATEGY GAME

You are Earth's fearsome Kaiju - Godzilla, Mothra, King Ghidorah, and Megalon - battling for dominance as the most terrifying monster in Japan! Stomp across the vintage Tokyo cityscape, unleash devastating attacks, and throw trains, tanks, and battleships at your enemies. Master each Kaiju's unique battle style to gain dominance before the humans drive the monsters from the city! The game features an impressive 3-D table-presence with large-scale figures, buildings, and a modular gameboard so every game is unique! Scheduled to ship in September 2020.

FNK 48713 .....\$34.99



### GREMLINS: HOLIDAY HAVOC!

You are all Gremlins this Christmas, and its time to make mischief around town! Play cards to invade the movie theater, multiply in the public pool, or to cut the towns power. Watch out for Gizmo, that goody two-shoes is trying to stop your troublemaking at every turn. By the end of the game, if you have caused the most chaos around town, you are the meanest greenest Gremlin of them all! Scheduled to ship in October 2020.

FNK 49254 .....\$6.99



### LAST DEFENSE

Take on the role of an unlikely hero in a small town fighting to survive in this fast-moving, all-or-nothing cooperative game! Use the games app to enhance the tension with a ticking countdown, urgent news interruptions, and announcements on where the threats are moving to next! Strategize in real-time with the other players to combat new threats as they appear and share the items you find to help others in crisis! If you get caught, you may lose a turn, items, and precious time to save the city! Discover secret passages, powerful tech, and specialized equipment to assist you in warding off threats and helping others get out of the city before time runs out! Scheduled to ship in September 2020.

FNK 48717 .....\$19.99



### NATIONAL LAMPOON'S VACATION

Drumroll please!... Illuminate the Griswold's house by hanging 25,000 imported Italian twinkling lights. Outscore your opponents by routing strands of lights to their correct outlets without getting them tangled together. Watch for icy rooftops, faulty ladders, squirrels, and even hungry cats. After a quick drumroll, flip your light switch to see if your house is the brightest in the neighborhood! Scheduled to ship in October 2020.

FNK 49252 .....\$6.99



### DC 102 - EXPANDALONE

FNK 45893 .....\$24.99



### GAME OF THRONES 100 - 4 PACK

FNK 46060 .....\$39.99



### JAWS 100 - EXPANDALONE

FNK 46069 .....\$24.99



GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GTM

NOV 2020

43





**KOOL-AID MAN 100 - EXPANSION**  
FNK 45890 .....\$14.99



**HARRY POTTER 102 - 4 PACK**  
FNK 45892 .....\$39.99



**MICKEY & FRIENDS**  
FNK 49355 .....\$7.99



**TOY STORY**  
FNK 49354 .....\$7.99



**POP FUNKOVERSE**  
Scheduled to ship in October 2020.  
**NIGHTMARE BEFORE CHRISTMAS 100 - 4 PACK**  
FNK 46074 .....\$39.99



**NIGHTMARE BEFORE CHRISTMAS**  
FNK 48722 .....\$7.99



**VILLAINS**  
FNK 49356 .....\$7.99

### POP TARTS CARD GAME

Race to get your hands on the most Pop-Tarts! A parade of Pop-Tarts forms a line between the Toaster Card and the Fridge Card. An arrow shows which direction the tarts currently flow. On your turn, players always eat the Pop-Tart (i.e. take the card) currently at the front of the line to score points. However, through clever use of Action Cards, players may manipulate the line through direction-switching, tart placement, or even double-stacking to jockey their high-point Pop-Tarts into optimal chomping position! Scheduled to ship in September 2020.

FNK 48712 .....\$9.99



### SOMETHING WILD CARD GAME

Exciting mix and match game featuring Pocket Pop! Players make sets and runs of cards featuring characters from their favorite Disney properties! Eight unique 'Something Wild' cards grant players special abilities to keep game play fun and fresh. First player to collect three Something Wild cards wins! Collectible POP! mini-figure included in each game that passes between players to use special abilities! Multiple sets can be combined for even more fun! Scheduled to ship in September 2020.



**ALADDIN**  
FNK 49357 .....\$7.99



**THE LITTLE MERMAID**  
FNK 49353 .....\$7.99



### YACHT ROCK PARTY GAME

Players pleasantly compete as 1970's Southern California yacht rock musicians, as they navigate a successful musical career by writing hit soft rock songs and being the best dressed at smoozefest yacht parties! Each round contains two types of yacht parties, with varying bonus payouts, for which players may choose to build an outfit and/or write a song. On your turn, choose Style cards, which contain both clothing styles (linen jackets, floral pants, captain hats) and musical style fragments (sax solo, gentle beat, guitar solo, anthemic chorus). Scheduled to ship in September 2020.

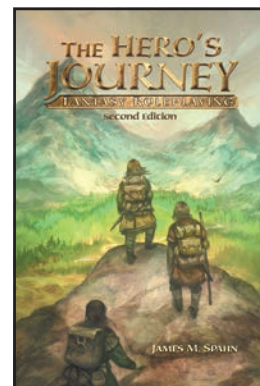
FNK 48718 .....\$16.99

### GALANT KNIGHT GAMES

#### THE HERO'S JOURNEY FANTASY ROLEPLAYING 2E

The Hero's Journey Fantasy Roleplaying, Second Edition is a fantasy roleplaying game that blends classic tradition and modern game design to bring you an experience where players take up the mantle of heroes in a world of danger and magic inspired by classic fairy stories and timeless fantasy literature. The Hero's Journey, Second Edition creates a gaming experience firmly rooted traditional western folklore where the player characters are more than just sword-swinging mercenaries looking to kick in the door, kill the monster, and claim the loot. Scheduled to ship in November 2020.

GKG BRG001 .....\$29.99







### THE HERO'S JOURNEY FANTASY ROLEPLAYING 2E: COMPANION

Every hero needs a steadfast companion. Introducing *The Hero's Journey: Second Edition*. The optional rules in this book will expand your character, while remaining true to the spirit of classic fantasy literature and timeless folk tales. New lineages, archetypes, and heirlooms all inspired by those legendary tales of childhood are just a few of the options available to expand your legendarium. Scheduled to ship in November 2020.

GKG BRG004.....\$29.99



### LOST IN THE FANTASY WORLD RPG

*Lost in the Fantasy World* is an adventure game where players assume the roles of kids from the real world who have been magically transported to a Fantasy World of magic and monsters. Gifted with strange and amazing artifacts by the mysterious Mentor, they struggle against all the dangers of the Fantasy World in their seemingly endless and surprisingly episodic quest to find a way home. Armed with these amazing artifacts, they often find themselves caught up in strange adventures where only their courage and these powerful relics offer any hope of protecting a realm riddled with peril and danger! Scheduled to ship in November 2020.

GKG OSP011.....\$24.99



### HORSEMEN OF THE APOCALYPSE CARD GAME

Everyone who plays *Horsemen Of The Apocalypse* dies. Sorry. The object is pretty straightforward. Be the last survivor... and ensure your (so-called) 'friends' are

ridden down first. How? You do this by throwing innocents under the hooves of the Four Horsemen of the Apocalypse in order to slow them down. Decks of cards contain the Horsemen: Death, Famine, War and Pestilence, and their Horses. They have arrived on Earth at the End of Days hell-bent on bringing doom and gloom to the world. Everything else in the game is designed to help you survive. Scheduled to ship in November 2020.

GKG HOTA01.....\$9.99

## GALE FORCE NINE

### SKULL DICE

Build pyramids from the skulls of your enemies as you lay waste to their armies with this set of 20 black and bone skull dice. This set contains: 1 Dice tin, 15 Bone dice with black symbols, and 5 Black dice with bone symbols. Scheduled to ship in October 2020.

GF9 GFG003.....\$17.00



### DUNGEONS & DRAGONS RPG: CURSE OF STRAHD

Scheduled to ship in December 2020.



**BAROVIAN WITCH (1 FIG)**

GF9 71131.....\$10.00



**MADAME EVA (1 FIG)**

GF9 71130.....\$10.00

- Channel your inner lazy egg in this over-easy trick-taking game!
- Take as many cards as you want, but don't get scrambled on the last card!
- Based on the Sanrio® character Gudetama™.

## BE THE LAZIEST EGG!

2-7 players   Ages 7+   20 min   RGS01153   MSRP \$15

[www.renegadegames.com](http://www.renegadegames.com)

© 2013, 2020 SANRIO CO., LTD. Used Under License.  
© 2020 Renegade Game Studios © 2020 Oni Press, Oni Games. All rights reserved.





**MAP SET (24" X 16", 14" X 9", 13" X 10")**  
Curse of Strahd Bavovia Map Set has a high-quality vinyl surface, ideal for tracking the progress of your adventures during the campaign.  
GF9 72803 .....\$30.00

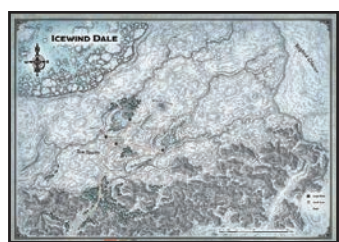


**PIDLWICK II (1 FIG)**  
GF9 71132 .....\$10.00



**STRAHD FOOT & MOUNTED (2 FIGS)**  
GF9 71128 .....\$25.00

**DUNGEONS & DRAGONS RPG: ICEWIND DALE MAP (31" X 21")**  
Map of the entire Icewind Dale. Scheduled to ship in November 2020.  
GF9 72806 .....\$30.00



GLOBAL GAMES

## SPOTLIGHT ON

**BESM**  
ROLE-PLAYING GAME  
FOURTH EDITION  
ANIME AND MANGA ADVENTURES

**BIG EYES, SMALL MOUTH RPG**  
BESM Fourth Edition core role-playing game book contains everything you need to create your anime and manga characters and start playing. No other books are required, though we have an entire expansion line in the works to support your gaming adventures! The return of a classic roleplay system! Flexible themes and playstyles, your imagination is the only limit! Offers the original Tri Stat system. Scheduled to ship in October 2020.  
GGD JPG800 ..... PI

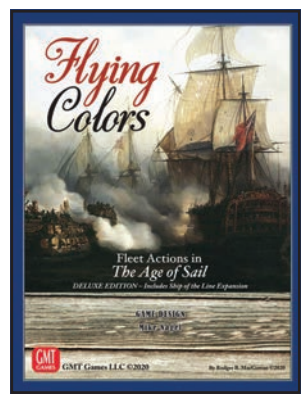
**THE LAST BRAVE**  
You must fight for your nation as you aim to defeat all of your opponents. Each brave Champion is granted three attributes: a Class, an Element, and a type of Arms, all imbued with incredible power. When one Champion is attacked by another, the damage they take exposes the nature of their attributes, revealing the weakened Champion's true form to the other players. However, once these attributes have been revealed, the Champion that wields them can start to benefit from their abilities. Cleverly utilize the powers granted to you and claim victory over all others! Scheduled to ship in November 2020.  
GGD JPG142 ..... PI



**RAMEN, RAMEN**  
You've landed a spot on the line at one of the best ramen shops in the world at least to the locals. But, there's a catch: you've agreed with your fellow line cooks that whoever serves the most (and the best) Bowls of ramen gets to walk away with all of the days tips. So, fire up the noodle boilers and get to work on crafting the most delicious ramen possible and engage in a bit of soup-subversion while you're at it! Scheduled to ship in November 2020.  
GGD JPG458 ..... PI

GMT GAMES

**FLYING COLORS: DELUXE EDITION**  
Unlike other naval games set in the Age of Sail, Flying Colors provides a simpler, quick-playing system allowing the recreation of battles including dozens of ships on a side. Focusing on the behavior of each fleet as a whole, rather than dealing with the minutia of shipboard operations accomplishes this. The proper retention of command and control of the fleet once engaged was paramount, as was the issuing of proper orders prior to battle. Scheduled to ship in September 2020.  
GMT 2011 ..... \$75.00



GOOD GAMES PUBLISHING

**GUILD MASTER**  
DESIGNED BY CHRIS ANTHONY

**GUILD MASTER**  
You are the master of a new Adventuring Guild, competing with rival Guilds for fame as increasingly dangerous events threaten the city. Combine your adventurer's skills and abilities to complete contracts, recruit adventurers, and upgrade your Guild. Players each secretly assemble and order their teams at the same time. Predict your rivals' likely moves as you sequence your orders to get what you need most. Will your planning pay off? Will you negotiate and cooperate with your rivals? Or will you overpower and outbid them to become the ultimate Guild Master?  
GOP 013 ..... \$49.99

GOODMAN GAMES

**DUNGEON CRAWL CLASSICS: HORROR #1 - THEY SERVED BRANDOLYN RED**  
A level 0 horror adventure for DCC RPG. The village of Portnelle is once again bright and festive. After years of feuding, the towns most prominent and influential families will finally be making peace as the youngest generations are joined in marriage. However, when an evil born of dark secrets refuses to stay buried, blood will flow like wine at the reception. This wedding is one your fellow villagers will talk about for generations! Scheduled to ship in October 2020.  
GMG 53015A ..... \$9.99







#### DUNGEON CRAWL CLASSICS: HORROR #4 - THE CORPSE THAT LOVE BUILT

A level 2 horror adventure for DCC RPG! The town of Portnelle is living in a state of fear. Several citizens have been abducted some never to be seen again, while others are found as corpses, often with missing limbs. When a senile town priest warns that he has received a vision that the geriatric recluse Dr. Lotrin Von Geisterblut is behind the abductions, there are many who do not believe the accusations. However, when the town is set upon by wicked fiends foretold in his vision, attitudes quickly change, and swords are raised. Perhaps its time to storm the castle after all. Scheduled to ship in October 2020.

GMG 53018A.....\$9.99



#### DUNGEON CRAWL CLASSICS: HORROR #6 - THE WEB OF ALL-TORMENT

A level 3 DCC Horror adventure. A group of adventurers find the perfect place to retire: a sweet little inn in a quiet town. But is it what it seems? Lurking beneath the surface of this idyllic spot is a secret so evil as to defy mortal comprehension. This is the Web of All-Torment, the source of all the world's nightmares, and escaping may be the greatest challenge the adventurers have ever faced. This shadow realm is the domain of horrors whose seemings can never be trusted, and even the imprisoned have become instruments of torture. Scheduled to ship in October 2020.

GMG 53020 .....\$9.99



#### MUTANT CRAWL CLASSICS RPG: #11 THE OMNIVARY OF EDEN

A level 2 adventure for Mutant Crawl Classics. After 18 months of digging, your tribe has finally uncovered the long-buried entrance to The Garden of the Gods. Foretold by an ancient prophet, the Garden is rumored to contain the Seeds of Creation - the essence of all planetary life hidden away before the apocalypse. These priceless seeds must be retrieved and protected at any cost, lest they be abused, or worse, destroyed by the factions who abhor all aspects of life which inhabited Terra A.D. before the Great Disaster. Scheduled to ship in November 2020.

GMG 6221 .....\$9.99



#### TALES FROM THE MAGICIAN'S SKULL #5

Behold! I have fashioned a magazine like those from fabled days of yore. It overflows with thrilling adventures. There are swords, and there is sorcery. There are dark deeds and daring rescues. There are lands where heroes fear to tread. Dare you imagine it? Picture this as well - maps to wondrous and terrible places. Electrifying art for every tale. Guides to bring the terrors within to your own game table. All I lack are a few paltry shekels. Grant them to me, and I shall fling open a new portal to a world of ancient wonders! Join me, mortal dogs! Together we shall storm the gates of Valhalla! Scheduled to ship in November 2020.

GMG 4504 .....\$14.99

#### GRAND GAMERS GUILD



#### GORINTO

Elements gather energy in unique patterns, challenging you with finding the ideal route to balance and harmony. Earth digs deep, Water flows wide, Fire rises high, Wind blows freely, and Void slips between the rest; can you gain the understanding you need to uncover true wisdom? Scheduled to ship in January 2021.

GGL GO02 .....\$40.00

# GLOOMHAVEN FALLEN LION

COMING DECEMBER 30TH



CHILDRES | SOWLES | MCINTIRE | NASSER

## THE FIRST COMIC BOOK BASED ON THE #1 TABLETOP GAME!

ENJOY THIS EXCLUSIVE PREVIEW  
ONLY IN THIS ISSUE OF

GTM  
GAME TRADE MAGAZINE



WWW.SOURCEPOINT.PRESS



GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GTM

NOV  
2020

47





## TEENAGE MUTANT NINJA TURTLES ADVENTURES: CHANGE IS CONSTANT

*Teenage Mutant Ninja Turtles Adventures: Change Is Constant* is a scenario-driven miniatures role-playing game created in IDW's Adventures Universal Games System (AUGS). Play as one of the four ninja turtles or Casey Jones, or take on the role of Baxter and command his robot fleet, including the menacing Mega-Mouser.

- Includes 59 miniatures and over a dozen scenarios
- Introduces A.I. mode for fully cooperative play
- Fully compatible with all Adventures Universal Games System titles, including *Batman Shadow of the Bat & Arkham Asylum*, coming this December!



IDW 01680.....\$124.99

DESIGNER: KEVIN WILSON, DANIEL LANSDOWN, AND PETE WALSH  
ARTIST: ROBERT ATKINS, OZZY FERNANDEZ, SAJAD SHAH, TONY VARGAS  
COVER: CHRIS JOHNSON

**AVAILABLE NOW!**



## TEENAGE MUTANT NINJA TURTLES ADVENTURES: CITY FALL

It's dark times for the Teenage Mutant Ninja Turtles! The Shredder has seized control of the city and worse, he's brainwashed Leonardo into joining the Foot Clan! Play as one of five NEW heroes or take on the role of the Shredder and lead the Foot to victory, with his new "chunin" and secret weapon, Dark Leo.

- Includes 40 miniatures and over 20 scenarios
- Introduces A.I. mode for fully cooperative play
- Fully compatible with all Adventures Universal Games System titles, including *Batman Shadow of the Bat & Arkham Asylum*, coming this December!



IDW 01682.....\$124.99

DESIGNER: KEVIN WILSON, DANIEL LANSDOWN, AND PETE WALSH  
ARTIST: ROBERT ATKINS, OZZY FERNANDEZ, SAJAD SHAH, TONY VARGAS  
COVER: CHRIS JOHNSON

**AVAILABLE NOW!**



## THE LEGEND OF KORRA: PRO-BENDING ARENA

Few diversions in Republic City offer as much excitement as attending a pro-bending game! This is doubly true when the teams facing off in the hexagonal ring are the reigning champs the White Falls Wolfbats and their fierce challengers the Future Industry Fire Ferrets!

- A card drafting strategy game based on the popular animated series!
- Game design from Sen-Foong Lim (*Junk Art*) and Jessey Wright (*Pocket Adventure*)!
- Features 6 highly detailed miniatures.



IDW 01327.....\$49.99

DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT  
ARTIST: TONY VARGAS

**AVAILABLE NOW!**





## BATMAN: THE ANIMATED SERIES ADVENTURES - SHADOW OF THE BAT

The next core box entry in the Adventures Universal Games System (AUGS), *Batman: The Animated Series Adventures - Shadow of the Bat* lets 1-4 players become Batman, Robin, Batgirl, Commissioner Gordon, or even Catwoman as they work together to save Gotham City. Hero players will roll and share their custom dice to generate their team's actions and make use of special ability and gadget cards during battles. Strategy is a must as they face off against The Joker and Harley Quinn, Two Face, Man-Bat, The Riddler, The Penguin, Scarecrow, and Mr. Freeze in 24 battles that are all based on fan favorite episodes of the iconic animated series.

- Includes 40 highly detailed miniatures and 24 game play scenarios
- Fully compatible with all Adventures Universal Games System titles!
- All battles can be played in Cooperative Mode, or a 5th player can join to take control of the villains



IDW 01932.....\$124.99

DESIGNER: PETE WALSH & KEVIN WILSON

ARTIST/COVER: SEAN GALLOWAY, JACK LAWRENCE, CHRIS FENOGLIO, DARIO BRIZUELA, JAY FOTOS

**DECEMBER RELEASE!**



## BATMAN: THE ANIMATED SERIES ADVENTURES - ARKHAM ASYLUM

When it comes to villains, there's no set of foes more iconic than Batman's rogues' gallery. In *Batman: The Animated Series Adventures - Arkham Asylum* the villains have taken over and it's up to Batman and his allies to return order to the hospital's halls. An expansion set for *Shadow of the Bat*, *Arkham Asylum* adds Clayface, Poison Ivy, Jervis Tetch, The Ventriloquist, Killer Croc, Maxie Zeus, Lock-Up, Clock King, Baby Doll, and Hugo Strange to the roster of villains, and 13 new battles based on classic episodes of the animated series. A new game type, Clayface mode, even adds a hidden traitor mode where one hero is actually Clayface in disguise, able to reveal their true identity at any time!

- Includes 15 highly detailed miniatures and 16 game play scenarios
- Fully compatible with all Adventures Universal Games System titles!
- *Batman: The Animated Series Adventures - Shadow of the Bat* is required to play this expansion



IDW 01934.....\$59.99

DESIGNER: PETE WALSH & KEVIN WILSON

ARTIST/COVER: SEAN GALLOWAY, JACK LAWRENCE, CHRIS FENOGLIO, DARIO BRIZUELA, JAY FOTOS

**DECEMBER RELEASE!**

## DRAGON BALL Z: THE BOARD GAME SAGA

Whether it's the perfected fighting methods of Cell, or the pure chaos of Buu, Dragon Ball Z has some of the most iconic villains, and their respective sagas, in anime history. With *Dragon Ball Z: The Board Game Saga*, 1-4 players will assume the role of one of the Z Fighters to play as while they fight through Dragon Ball Z's 4 legendary sagas. With dozens of special abilities to learn, players can directly recreate their favorite scenes from the show, or change things up with exciting "what if" scenarios.

- Play through the 4 Dragon Ball Z sagas
- Pick from a dozen classic Dragon Ball Z heroes to play
- Create wild "what if" face-offs, Yamcha vs. Frieza?!



IDW 01810.....\$49.99

DESIGNER: TEAM LYNNVANDER  
ARTIST/COVER: TOEI ANIMATION

**FEBRUARY 2021 RELEASE!**





## IELLO



### DWARFS FALL

To survive the long and terrible winter that is approaching, the dwarves need to prepare. It is time to collect gems, fight monsters, build castles and stock food. Time is precious and it is vital to plan your actions wisely! Scheduled to ship in November 2020.

IEL 51797 ..... \$34.99



### PACIFIC RAIL

2019 is the 150th anniversary of the completion of the Trans-Continental Railway, an epic undertaking that saw the United States connected coast to coast for the first time. In *Pacific Rail* you play as one of the railroad companies competing to complete the link as fast as you can. Scheduled to ship in November 2020.

IEL 51796 ..... \$49.99



### ZOMBIE TEENZ EVOLUTION

*Zombie Teenz Evolution* is the sequel to *Zombie Kidz Evolution* (#1 Kids' Game on BGG). It is a standalone game with a different set of rules, so you don't need to have played the first game to jump into the second. *Zombie Teenz Evolution* follows the same general guidelines as its predecessor: a fast and simple game whose rules evolve from game to game through the opening of 14 Mystery envelopes. By accomplishing special Missions, players unlock additional content that will provide a richer experience, while constantly renewing the enjoyment of the game. The icing on the cake: the two games are compatible!

IEL ZTE01 ..... \$24.99

## INCARNATE GAMES



### ASCENDED KINGS

*Ascended Kings* is a strategic & tactical high fantasy, free-for-all, battle royal tabletop miniatures game for 2-4 players and includes miniatures, cards, dice, acrylic gemstones! Engage in free-for-all combat to the death, spurred on by slowly encroaching walls of fire. With no player elimination, fallen kings immediately return to the battle as Revenants, powerful dark beings from the fringe dimension keeping every player in the fight until the four kings Bloodstones are united and the ultimate source of power, the Omega Stone, is summoned. Claim Omega with all 4 bloodstones to win while rivals seek to strip the bloodstones back to claim Omega for themselves!

AKT BGLTDED ..... \$70.00

## INDIE BOARDS & CARDS

### SPOTLIGHT ON



### AEON'S END DBG: SOUTHERN VILLAGE EXPANSION

The village of Azer has existed on the surface long before New Gravehold was founded, and the mages there are experts at fighting in close partnerships. Now, a creature composed of flame threatens to bring down the forest around them, and the only ones who stand in its way are a boy who lost his partner in battle, and a girl who had to grow up without one. *Southern Village* is an expansion for the cooperative deck building game *Aeon's End*. This expansion features two mages, one nemesis, and several new player cards and treasures. Scheduled to ship in January 2021.

IBC AESV01 ..... \$19.99

## JORDAN DRAPER GAMES

### TOKYO SERIES

Scheduled to ship in December 2020.



### METRO - OSAKA EXPANSION

This expansion to *Tokyo Metro* adds the map of the Osaka Metro system and a whole new set of unique action cards to the *Tokyo Metro* game system! With a punchier, tighter, and quicker take on the game, *Osaka Metro* also adds the option to use the action cards from *Tokyo Metro* with its map, or the *Osaka* action cards with *Tokyo Metro* map!

JDG TKYO-OSXP ..... \$30.00



### TSUKIJI MARKET EXPANSION

*Tokyo Tsukiji Market Expansion* adds to the unique modular system of *Tokyo Tsukiji Market*, with brand new fishing opportunities and external economic engines! With 6 new fish markets and 6 new external markets, you'll be able to rent ships, hold a foreign auction, purchase research into new fish, and much more. Endless possibilities await when you add this brand new expansion to *Tokyo Tsukiji Market*!

JDG TKYO-TSXP ..... \$30.00

### ZINES

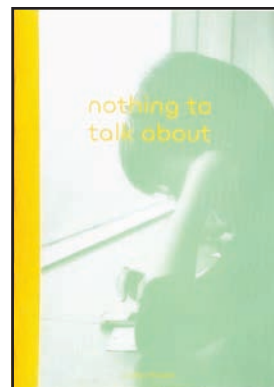
Scheduled to ship in December 2020.



### MIRROR

*Mirror* is a group session zine with a collection of exercises designed to provide a moment of personal and communal reflection. Our every day life is full of distractions, this zine explores how ritual and engagement can help us to think positively towards ourselves and each other.

JDG ZINE-MIRR ..... \$10.00



### NOTHING TO TALK ABOUT

*Nothing To Talk About* is a zine with 9 games for 2 people to play over any messaging app. All of the games are vastly unique, with a range of styles and mechanics. Use these as an ice breaker, a stress reliever, a creative brainstorming tool, or a way to explore a relationship! Each game encourages play through a ritualized setting. One simply needs to send a photo of a single page of rules to someone on the other end of their phone, and the game begins!

JDG ZINE-NITTA ..... \$10.00

## KENZER & COMPANY



### KNIGHTS OF THE DINNER TABLE #284

This multiple award-winning comic magazine features the hilarious misadventures of a group of gamers (the Knights) and their friends, along with useful role-playing and other articles for gamers, from a gamers perspective. It's a slice of (fantasy) life in strips, articles, reviews and features, and a wonderful celebration of the gaming culture! Scheduled to ship in October 2020.

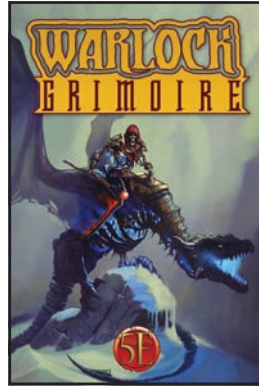
KEN 284 ..... \$6.99





**WARLOCK GRIMOIRE 2 HARDCOVER (5E)**

Within these dusty pages, uncover the secrets of the worldindeed, of the branches of the multiverse! Collected here are entire lost volumes of esoteric truths. Only for you, the *Warlock Grimoire 2*. Dark revelations and wondrous testimonials of dark fantasy monsters and magic, locales and lore of Midgard. The *Warlock Grimoire 2* presents the content from issues 1119 of *Warlock* and includes an entire issues worth of new, never-before-seen lore and game elements, including both the mysteriously desolated Southlands city of Iram and the secrets of Grandmother herself, Baba Yaga. Uncover the truths of dark fantasy for the Midgard campaign setting or for the worlds of your own creation! Scheduled to ship in December 2020. PZO KOBWARGRIM2 .....\$24.99



**KONAMI DIGITAL ENTERTAINMENT**

**YU-GI-OH! TCG: DARK MAGICIAN GIRL THE DRAGON KNIGHT 9-POCKET PORTFOLIO**

Watch your back! Dark Magician Girl the Dragon Knight descends with alternate artwork in *Dragons of Legend: The Complete Series*, and now you can show-off this special variant art with the *Dark Magician Girl the Dragon Knight 9-Pocket Duelist Portfolio*! Each *Duelist Portfolio* includes 10-pages with 9 pockets per page, allowing you to display up to a total of 180 cards! Built with a side loading design, you will also get an extra layer of protection for your cards. There's no better way to show off your collection! KON 85179 .....\$9.99



**YU-GI-OH! TCG: DARK MAGICIAN GIRL THE DRAGON KNIGHT CARD CASE**

Watch your back! Dark Magician Girl the Dragon Knight descends with alternate artwork in *Dragons of Legend: The Complete Series*, and now you can show-off this special variant art with the *Dark Magician Girl the Dragon Knight Card Case*! Each Card Case can fit a full Main, Side, and Extra Deck for a total of 70 sleeved cards. It also includes a special divider featuring the outside design. There's no better way to protect your Deck while you're on the go! KON 85177 .....\$4.99

**YU-GI-OH! TCG: DARK MAGICIAN GIRL THE DRAGON KNIGHT SLEEVES PACK (50)**

Watch your back! Dark Magician Girl the Dragon Knight descends with alternate artwork in *Dragons of Legend: The Complete Series*, and now you can show-off this special variant art with the *Dark Magician Girl the Dragon Knight Card Sleeves*! Each pack contains 50 sleeves designed to meet tournament regulation standards. There's no better way to protect your cards during a Duel! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. KON 85173 .....\$3.99



**YU-GI-OH! TCG: DARK MAGICIAN GIRL THE DRAGON KNIGHT GAME MAT**

Watch your back! Dark Magician Girl the Dragon Knight descends with alternate artwork in *Dragons of Legend: The Complete Series*, and now you can show-off this special variant art with the *Dark Magician Girl the Dragon Knight Game Mat*! This full-sized, rubber Game Mat is the same size as Game Mats used as prized in various Konami sanctioned events, so it is perfect to Duel your way to the top. Made with high-quality materials, your Dueling experience will be as smooth as possible! KON 85175 .....\$14.99



**RICHARD GARFIELD**  
**KING OF TOKYO**

**-DARK- EDITION**



**GET YOURS BEFORE THEY'RE ALL GONE!**

[WWW.IELLOUSA.COM](http://WWW.IELLOUSA.COM)



@IELLOUSA



@iello\_usa



@TelloUSA



[sales@iellogames.com](mailto:sales@iellogames.com)



## SPOTLIGHT ON



### YU-GI-OH! TCG: LEGENDARY DUELISTS SEASON 2 BOX DISPLAY (8)

The 2018-2019 season of *Legendary Duelists* was headlined by Seto Kaiba in *Legendary Duelists: White Dragon Abyss*, and now he's back along with all the Duelists from both *White Dragon Abyss* and *Sisters of the Rose* in *Legendary Duelists: Season 2*! As in Season 1, the hottest cards from *White Dragon Abyss* and *Sisters of the Rose* will appear as Secret Rares: a rarity that wasn't part of the original sets but that's not all! Two new cards for the strategies of two of the most popular Duelists from these sets will also be available as Secret Rares: 1 new Blue-Eyes card for Kaiba and 1 new Galaxy-Eyes card for Kite! *Legendary Duelists: Season 2* also upgrades the Ultra Rares! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85183 ..... \$119.92

## LEGENDARY GAMES



### AEGIS OF EMPIRES 5: RACE FOR SHATAAKH-ULM (5E)

*Race for Shataakh-Ulm* is a 5E adventure for 12th-level characters set in the fabled Haunted Steppe in the Lost Lands Campaign Setting. This rich and exciting world 20 years in the making has been home to dozens of adventures from Necromancer Games and Frog God Games and produced with their cooperation to be compatible with *The World of the Lost Lands* campaign guide! It is the fifth of six adventures in the *Aegis of Empires Adventure Path*, with each adventure exploring hitherto unexplored areas of the Lost Lands with a combination of horror, intrigue, deadly danger, and the lure of ancient mysteries. Scheduled to ship in November 2020.

LGP 425AE055E ..... \$34.99

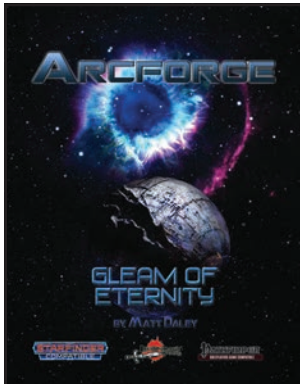


### AEGIS OF EMPIRES 6: KNIGHT FALL IN OLD CURGANTIUM

Doom Arises! The glorious capital city of legendary Hyperborea fell to ruin two thousand years ago in a fiery night of destruction that burned half a continent and heralded the end of an ageless empire. New auguries brought a fellowship of valiant knights to the scorched ruins seeking an ancient danger that threatened the world anew, but those champions themselves disappeared among the broken stones of the shattered city. Now new heroes must take up their mantle, whether to rescue or avenge them, and by all means to complete the their desperate mission to forestall a new cataclysm. However, those daring to tread the ancient streets quickly discover that the ruins do not rest easy, and ancient memories can be as deadly as new perils in Old Curgantium. Scheduled to ship in November 2020.

5E  
LGP 426AE065E ..... \$29.99

PF2  
LGP 426AE06PF2 ..... \$29.99



### ARCFORGE CAMPAIGN SETTING: GLEAM OF ETERNITY (STARFINDER)

*Gleam of Eternity* offers a wealth of new options for players, bringing the biohacker, vanguard, and witchwarper classes from the *Starfinder* Roleplaying Game to the *Pathfinder* Roleplaying Game, along with nearly 20 all-new archetypes like the biollurgist biohacker, stellar echo wilder, miracle soldier psychic warrior, and worldweaver psion, plus alternate class features and integration with expanded rules systems like psionics and Spheres of Power! You'll also find over 80 new feats, spells, augmentations, combat talents, additive power-boosting stimulants, and more to enhance your game, from Revenant Militia and powdered psicrystal to Vacuum Power and Reality-Puncturing Attack! Scheduled to ship in November 2020.

LGP 437AF10PFSF ..... \$15.99



### KINGDOM EVENTS CARD DECK (5E)

Royal Events for Every Occasion! See what's happening in your kingdom with this deck featuring dozens of beneficial and dangerous special events from Carnivals and Smugglers to an Inquisition or Assassination Attempt, drawing from the deck or using the included event tables to see what happens! This 56-card set of beautifully illustrated cards is a perfect companion to the *Ultimate Kingdoms* rulebook from *Legendary Games* and is compatible with both *D&D 5E* and the *Pathfinder* Roleplaying Game. Scheduled to ship in November 2020.

LGP 438UL005E ..... \$15.99



### SPELL CARDS: PRIMAL ADVANCED (PF2)

The *Primal Advanced* spell card set includes spell cards for all primal spells from 3rd-level standby spells to the mightiest 10th-level enchantments in the *Pathfinder* Second Edition rules, from aerial form to wind walk, with complete rules for every spell. Spells are placed one to a card, save a handful of highly complex spells spread over 2-3 cards. Downloads come with two files, one with a single card per page for easy screen viewing and one with cards arrayed for printing at home, or order a set of our beautiful professionally printed cards, perfect to use with your own deck boxes or card sheets! Scheduled to ship in November 2020.

LGP 444SSC08PF2 ..... \$21.99

## LEVEL 99 GAMES



### EXCEED: BLAZBLUE BOXES

Bring the fast-paced action of head-to-head arcade fighting games to your tabletop! Choose your fighter from an ever-growing roster of diverse characters, each with their own deck of special moves and supers. Exceed to reveal your true power and unleash havoc on your opponents! This box contains 4 fighters and everything you need to play. Scheduled to ship in December 2020.

HAZAMA  
L99 EXBB4 ..... \$34.99  
JIN  
L99 EXBB2 ..... \$34.99  
NOEL  
L99 EXBB3 ..... \$34.99  
RAGNA  
L99 EXBB1 ..... \$34.99



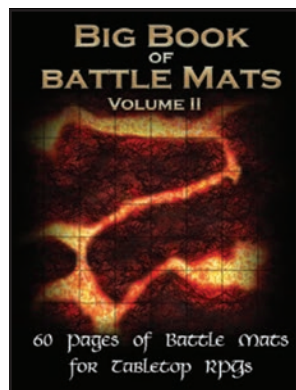


### EXCEED: BLAZBLUE - PLAYMAT

Scheduled to ship in December 2020.

L99 EXBBPM ..... \$24.99

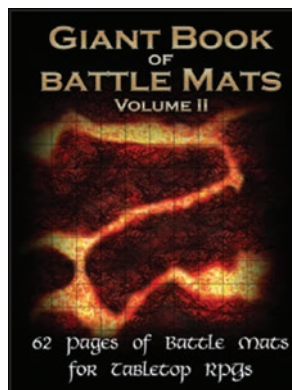
## LOKE



### BATTLE MATS: BIG BOOK OF BATTLE MATS - VOLUME II

Attention Adventurers! Grab your dice and get ready to roll initiative as the game is afoot. *The Big Book of Battle Mats Volume 2* is the ideal set of fantasy battle mats to keep you party rolling through any and every encounter. Through dungeons, across plains, through forests, town streets, down sewers and even into a mansion house, your quest for danger, excitement and treasure starts here!

LBM 003 ..... \$26.99

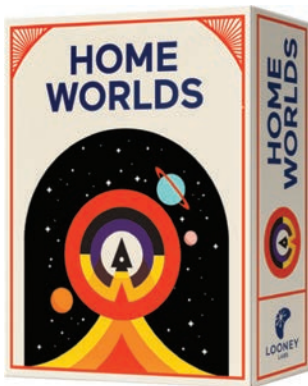


### BATTLE MATS: GIANT BOOK OF BATTLE MATS - VOLUME II

*The Giant Book of Battle Mats* is the ideal set of battle mats to keep you party rolling through any and every encounter. Through dungeons, across plains, through forests, ruins, down sewers and even into throne rooms, your quest for danger, excitement and treasure starts here! Lay flat book of 62 wipe clean battle maps. Large maps allow for epic encounters. 1 inch grid throughout. Wide range of common fantasy rpg settings.

LBM 004 ..... \$42.99

## LOONEY LABS



### HOMEWORLDS

*Homeworlds* is a deep abstract strategy game of perfect information, resource management, and galactic war. Can you destroy your opponent's *Homeworld* before their space fleet reaches yours? As a *Pyramid Arcade* expansion, one set of *Homeworlds* provides 3 more trios in four colors, providing enough pieces to play *Zendo* and other pyramid-heavy games. Scheduled to ship in November 2020.

LOO 111 ..... \$20.00



### ICE DUO

*Ice Duo* is actually two complete games in one box: *Ice Dice* and *Twin Win*. *Ice Dice* is a press-your-luck game that was specifically designed to be an introductory game for the pyramids. It features a special pair of dice designed for this game but useful now for many others. *Twin Win* is a quick little hidden goal game with a bit of bluffing and a bit of strategy. As a *Pyramid Arcade* expansion, two sets of *Nomids* will bring a *Pyramid Arcade* set up to the five trios needed for several popular games, in five of the ten colors. Scheduled to ship in November 2020.

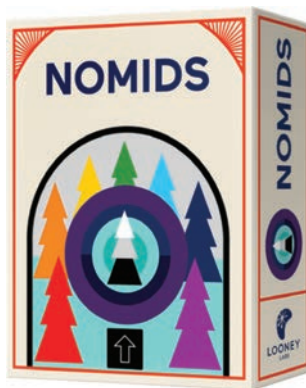
LOO 109 ..... \$20.00



### MARTIAN CHESS

*Martian Chess* is a fast and easy to learn Chess-style game with a difference that really makes you think: ownership of pieces is determined not by color, but by location on the gameboard. For this new edition, we have created a new color, Martian Red, and since color has no meaning in this game, all 18 pieces in the set will be of this new color. As a *Pyramid Arcade* expansion, one set of *Martian Chess* brings *Pyramid Arcade* up to eleven color choices. Scheduled to ship in November 2020.

LOO 110 ..... \$20.00



### NOMIDS

A fast and easy introductory game with a simple goal. Great for all ages and playable by as many as 10 people! Everyone starts with 3 pyramids of all different colors, and the first player to get rid of them all - to have no mids - is the winner! *Nomids* also includes overviews of 3 other games you can play with the pieces. As a *Pyramid Arcade* expansion, two sets of *Nomids* will bring a *Pyramid Arcade* set up to the five trios needed for several popular games, in all ten colors. Scheduled to ship in November 2020.

LOO 108 ..... \$20.00



### STAR TREK: VOYAGER FLUXX

Journey home from the Delta Quadrant aboard the Starship Voyager! In this fourth *Fluxx* excursion into the *Star Trek* universe Captain Janeway and her crew will encounter familiar enemies: The Kazon, Species 8472, and of course, the Borg. The classic ever-changing rules of *Fluxx* are further enhanced by twists like the Caretaker and Ancestors' Eve. Janeway from the future might even show up in a Timeship! Scheduled to ship in November 2020.

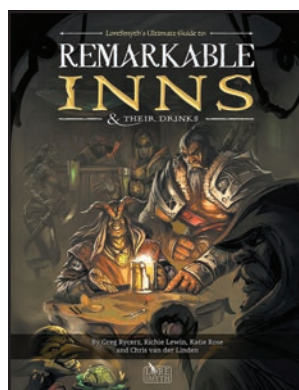
LOO 105 ..... \$20.00



### ZENDO RULES EXPANSION #2

This is the second set of new *Zendo* rule cards to expand the 40 that come in the base game. The 10 cards in this expansion provide a total of 85 new rules... most of which fall in the 'difficult' category for those who want a new challenge. We recommend you don't look at these cards unless you are ready to moderate a game. The fun is in figuring them out, so please keep the secret rules secret! Scheduled to ship in November 2020.

LOO 113 ..... \$5.00



## LORESMYTH

### REMARKABLE INNS & THEIR DRINKS HARDCOVER

Every story has a beginning, and in fantasy adventures, many epic stories start in a tavern! Our new book *Remarkable Inns & Their Drinks* is a substantial 88 pages and provides a wealth of new content and options to turn boring tavern visits into memorable, exciting roleplaying events. *Remarkable Inns & Their Drinks* is the definitive guide to taverns, creating them and bringing them to life.

NRG LORE-RINNS-HC ..... \$30.00



## GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GTM

NOV 2020

53





## REMARKABLE SHOPS & THEIR WARES

Turn ordinary shop visits into memorable roleplaying experiences. *Remarkable Shops & Their Wares* is the ultimate inspirational sourcebook to create and roleplay fantastical shops. From numerous shop types and wares to unique shopkeepers, currencies, items, exotic mounts, and crafting custom wares. You can even let your players build and operate a store. With dozens of random generation tables, roleplaying gamemasters can now construct the most detailed shops ever to grace a fantasy world...

### HARDCOVER

NRG LORE-RSHOPS-HC .....\$30.00

### SOFTCOVER

NRG LORE-RSHOPS-SC .....\$23.00

## LUCKY DUCK GAMES



## BARON VOODOO

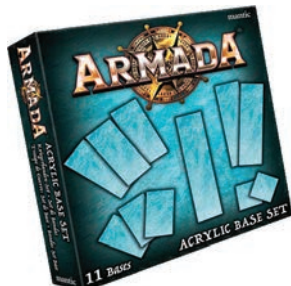
In *Baron Voodoo*, you play as a 'Loa,' a voodoo god, who has the chance to become the new god of death by capturing the most souls, which are represented by 48 gorgeous custom Soul Dice. Scheduled to ship in October 2020.

LKY BV0-R01-EN .....\$39.99

## MANTIC ENTERTAINMENT

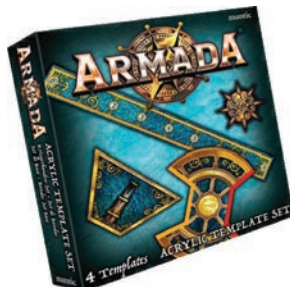
### ARMADA

Scheduled to ship in November 2020.



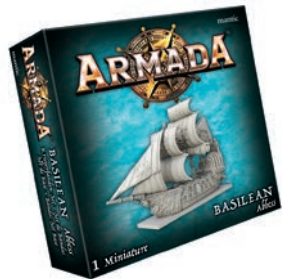
### ACRYLIC BASES SET

MGE MGARM104 .....\$39.99



### ACRYLIC TEMPLATE SET

MGE MGARM105 .....\$29.99



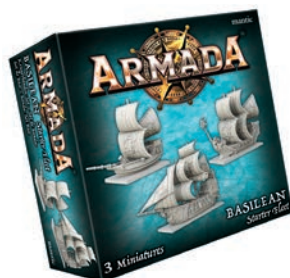
### BASILEAN ABESS

MGE MGARB201 .....\$19.99



### BASILEAN BOOSTER FLEET

MGE MGARB102 .....\$44.99



### BASILEAN STARTER FLEET

MGE MGARB101 .....\$44.99



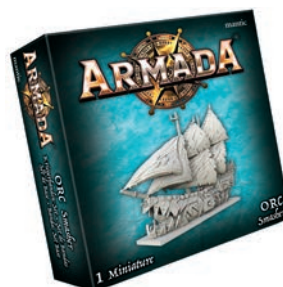
### EXTRA DICE SET

MGE MGARM106 .....\$12.99



### ORC BOOSTER FLEET

MGE MGARO102 .....\$44.99



### ORC SMASHER

MGE MGARO201 .....\$19.99



### ORC STARTER FLEET

MGE MGARO101 .....\$44.99



### RULEBOOK & COUNTERS

Pit your fleet against your friends in this 2+ player naval warfare game. Plot your speed and course, sail through the waves, fire spectacular broadsides and initiate cinematic boarding actions. Scheduled to ship in November 2020.

MGE MGARM102 .....\$44.99



### TWO PLAYER STARTER SET

Pit your fleet against your friends in this 2+ player naval warfare game. Plot your speed and course, sail through the waves, fire spectacular broadsides and initiate cinematic boarding actions. Typical fleet sizes are 6-9 ships for a standard 90-120 minute game. Upgrade your ships with magic items and famous captains. Featuring 10 scenarios, pitting players against each other to capture a kraken, sink the flagship, battle for buried treasure and more. Contains additional rules for terrain, weather and advanced wind rules.

MGE MGARM101 .....\$99.99

**ARMADA**  
Scheduled to ship in January 2021.



### DWARF BOOSTER FLEET

MGE MGARD102 .....\$44.99

### DWARF STARTER FLEET

MGE MGARD101 .....\$44.99

### EMPIRE OF DUST BOOSTER FLEET

MGE MGART102 .....\$44.99

### EMPIRE OF DUST STARTER FLEET

MGE MGART101 .....\$44.99

## MAYDAY GAMES



## RED OUTPOST

A top secret Soviet space mission set out to colonize a planet in a remote galaxy, far away from home. The settlers built there a small communist heaven which exists to this day. As one of the leaders, your goal is to guide the settlers on this new, yet strangely familiar terrain. The players get to control all of the settlers, each time a different one. You must expertly manage the resources and choose the jobs carefully so as not to upset the settlers: keeping up morale is of utmost importance if you want to become the most prolific leader. Scheduled to ship in October 2020.

MDG SKS-0314 .....\$35.00

## MODIPIUS

### ELDER SCROLLS: CALL TO ARMS

Scheduled to ship in November 2020.



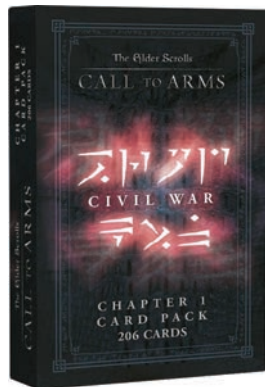
### ADVENTURER ALLIES

MUH 051936 .....\$39.99





**ADVENTURER FOLLOWERS**  
MUH 052024 ..... \$39.99



**CHAPTER 1 CARD PACK  
CIVIL WAR**  
Civil War is the first Chapter Expansion for *Elder Scrolls: Call to Arms*. It includes cards for Imperial and Stormcloak soldiers, plus additional adventurers and Adversaries such as Draugr and Skeletons. Additional Battle Mode and Delve Quests, Traps and Events expand the narrative adventure game. Equip your heroes with new weapons, spells, armor and enchantments to overcome the dangers of Skyrim.  
MUH 052077 ..... \$38.00



**DRAUGR ANCIENTS**  
MUH 052025 ..... \$45.00



**IMPERIAL LEGION  
REINFORCEMENTS**  
MUH 052057 ..... \$49.00



**IMPERIAL OFFICERS**  
MUH 051938 ..... \$45.00



**STORMCLOAK**  
MUH 051939 ..... \$45.00



**STORMCLOAK SKIRMISHERS  
RESIN COLLECTORS SET**  
MUH 052058 ..... \$49.00

### FALLOUT: WASTELAND WARFARE

Scheduled to ship in November 2020.



**CREATURES MIRELURKS**  
MUH 052010 ..... \$27.00



**ENCLAVE FRANK HERRIGAN**  
MUH 052003 ..... \$39.99



**WAVE 1 FUNDAMENTALS  
CARD DECK**  
The Wave 1 fundamentals card deck updates and reinforces your *Fallout: Wasteland Warfare* adventures, giving you all the core cards you'll need from the first wave of the game.  
MUH 052093 ..... \$19.99

## DON'T MISS THIS MONTH'S MARVEL PREVIEWS CATALOG FOR A COMPLETE LISTING OF DECEMBER 2020 MARVEL COMICS AND TRADES!



## FOR A DIGITAL COPY OF THE PREVIEWS CATALOG, VISIT THE LINK BELOW:

**PREVIEWSWORLD.COM/  
MARVELPREVIEWS**

©2020 MARVEL



**GAMES**

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GM

NOV  
2020

55



## FALLOUT: WASTELAND WARFARE

Scheduled to ship in December 2020.



### DENIZENS OF THE WASTELAND CARD PACK

The wasteland is not for the faint hearted. Nesting in the ruins of mankind's cities are mutated, evolved and irradiated animals of all shapes and sizes. The Creature Controller card expansion set brings Conditioning and commands to creatures and allows players to field forces of combined creatures in games of *Fallout: Wasteland Warfare*. Scheduled to ship in December 2020.

MUH 052004 .....\$18.00

## FALLOUT: WASTELAND WARFARE

Scheduled to ship in January 2021.



### UNALIGNED T-45 POWER ARMOUR

MUH 052002 .....\$39.99



### VAMPIRE: THE MASQUERADE - DISCIPLINE AND BLOOD MAGIC CARD DECK

This deck of cards gives you all the reference material you need for Disciplines, Blood Sorcery powers and rituals, and Thin-Blood Alchemy in your *Vampire: The Masquerade* games. With 80 colour and symbol coded cards for referencing Disciplines and 41 cards that include all Blood Sorcery powers and rituals, and all Thin-Blood Alchemy powers, these cards will keep your game moving smoothly. This combined deck is perfect for players and Storytellers who want a quick reference and an easy way of keeping track of Disciplines, Blood Sorcery, and Thin-Blood Alchemy abilities and the rules associated with them. Scheduled to ship in November 2020.

MUH 052116 .....\$31.99

## MONDO GAMES



### DISNEY SHADOWED KINGDOM

In the two-player co-operative card game *Disney Shadowed Kingdom*, you enlist the help of your favorite Disney hero and team up with a friend to dispel the Shadow polluting The Kingdom and journey to discover lost Magic. Gameplay revolves around silently adding cards face-down to a 2x2 grid in one of two directions, causing cards to be pushed either into the hand of your partner for discovery or out of the grid completely, dispelling them from play. To win, max out your Magic Tracker before the Shadow Tracker is full. Scheduled to ship in October 2020.

MNG DSK001 .....\$20.00



### DREAM CRUSH

Prepare to GUSH about your CRUSH! Look into your heart and choose your favorite Crush, then guess who your friends are crushing on in this totally timeless fantasy dating game! Uncover sweet and strange secrets about prospective Crushes while navigating hilarious relationship milestones that will leave your feelings reeling as you play. Only by correctly predicting who makes your friends swoon will you live happily ever after with your own *Dream Crush*! Scheduled to ship in December 2020.

MNG DC001 .....\$25.00

## MONGOOSE PUBLISHING

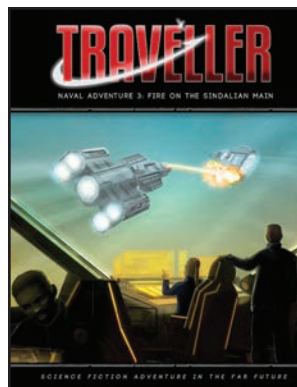
### SPOTLIGHT ON



### TRAVELLER RPG: DRINAXIAN COMPANION

The *Drinaxian Companion* is an expansion to both the *Trojan Reach* and the *Pirates of Drinax* campaign, and useful for any and all pirate-based adventures in *Traveller*. This volume presents additional rules and adventure possibilities, along with a useful summary of the *Pirates of Drinax* campaign and locations featured within it. Scheduled to ship in November 2020.

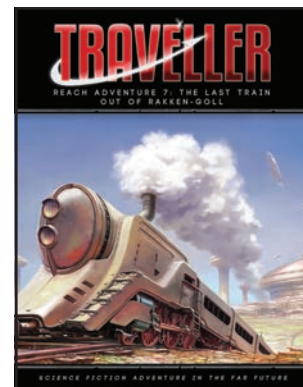
MGP 40034 .....\$49.99



### TRAVELLER RPG: FIRE ON THE SINDALIAN MAIN ADVENTURE

The Outrim Void is a dangerous place, rife with the remnants of ancient civilisations, pirate havens and ravenous aliens waiting to surge across borders into unclaimed territory. Its only hope for survival is the narrow stream of stars known as the Sindalian Main. If the secure flow of trade can be restored there, the region might one day rise above its blighted circumstances. The Travellers are sent deep into the Void when they are assigned to the remote Imperial Navy base at Dpres. There they must take command of a joint-force task group and proceed along the Sindalian Main to Ttkk. Scheduled to ship in November 2020.

MGP 40036 .....\$19.99



### TRAVELLER RPG: THE LAST TRAIN OUT OF RAKKEN-GOLL ADVENTURE

An invitation from Sir Willard Vorstaten leads the Travellers to Rakken-Goll, a dying cattle town in the middle of nowhere. Instead of the expected job offer the Travellers find a lonely young man desperate for offworld visitors. Sir Willards residence is comfortable and he is generous; perhaps the Travellers will enjoy some downtime at his expense? Perhaps he might be a useful contact to cultivate; who knows where his duties as a noble will take him next? Events around Rakken-Goll overtake the Travellers plans. Scheduled to ship in November 2020.

MGP 40035 .....\$14.99

## MONTE COOK GAMES



### ARCANA OF THE ANCIENTS RPG: BEASTS OF FLESH AND STEEL

The lacaric courier singlemindedly delivers strange devices to ancient ruins, sometimes traveling great distances and facing incredible hardships to do so. Why? What's the significance of the cargo or destination? Nobody knows - but don't get in its way! Like a hermit crab seeking out empty shells, the kalyptein crab lives in ancient devices. The silvery liquid namness communicates by swapping memories - literally stealing those of its target while implanting its own startling thoughts. It changes form rapidly, even splitting into multiple attackers, and can sometimes steal a character's abilities to use against them... Scheduled to ship in October 2020.

MKG 247 .....\$44.99

### CYPHER SYSTEM RPG 2ND EDITION: GODFORSAKEN

Fantasy - tales of heroes, monsters and magic - is arguably the oldest genre of human fiction. It's also the genre that inspired us to step into imaginary worlds through roleplaying games. *Godforsaken* takes the Cypher System on a deep dive into the infinite variety of fantasy realms, with rules, character options, gear, and a compete, ready-to-use setting that makes the most of the genre. Scheduled to ship in November 2020.

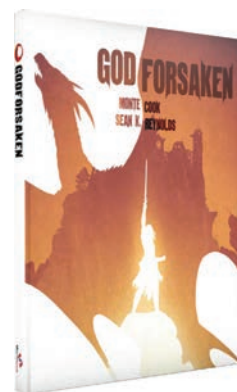
MKG 211 .....\$49.99



### NUMENERA RPG: EDGE OF THE SUN

The greatest work of the prior worlds: the Engine of the Gods! Few who dwell on the Ninth World even know of the greatest achievement of the ancients, for it rests imperceptibly, despite its vast size on the very edge of the Sun itself. What horrific danger what incredible threat, to the Sun and our world compelled them to such an audacious creation? Has that threat been ended? Or do the beings that dwell upon the Engine (for yes, it is home to many strange creatures) struggle now in vain, unaware that their mission no longer protects them or us from cataclysm on a scale that dwarfs even the audacity of the prior worlds most staggering work? Scheduled to ship in January 2021.

MKG 259 .....\$44.99







### NUMENERA RPG: LIMINAL SHORE

Here, everything lives. Not just the dense forests and lush grasslands, teeming with creatures fabulous and humble. Not just the very earth, rocks, seas, and air. But even the clothes, the weapons, the cyphers you bring with you to this place. It all breathes, grows, consumes, heals, and well, lives. Massive flying creatures drift through the skies. Cities crawl, float, or fly across the landscape. Magnificent superstructures soar upward, so tall they touch the Voice itself. And beneath one's feet, strange organs and vasculuses permeate the earth. It's a land unknown to most in the Steadfast. A land of secrets, said to lie beyond the farthest seas... but perhaps its real location is the greatest secret of all. Scheduled to ship in September 2020.

MKG 258..... \$44.99

### NORD GAMES

#### GAME MASTERS TOOLBOX: FATES & FORTUNES

Add some excitement and variation to skill checks with the Luck Deck. When players roll a 20 give them a Good Luck Card, or a Bad Luck Card when they roll a 1. These cards can be used later in the session for additional benefits or misfortune. The fantasy role playing game can go either way when the Luck Deck is used — so try not to act surprised. The Luck Deck comes with: 26 Good Luck Cards (for players) and 26 Bad Luck Cards (for GMs). So what are you waiting for? Play your tabletop fantasy role playing games with the Luck Deck and see what suits you better — fortune or misfortune!

NRG 1033 ..... \$15.00



### ODD BIRD GAMES



#### FEUDUM: BIG BOX - LIMITED EDITION

Blimey! You and your blokes have been banished and stripped of everything but a few shillings and table scraps. Undaunted, you journey to a strange land to reinvent yourself and reclaim your honor! Will you farm the earth, fight as knights or finagle your own feuds? Hailed as articulate and inventive, Feudum is a deeply nuanced game in which you optimize your hand, leverage your resources and compete for guild status in a fantastical land! Six uniquely powered characters and multiple paths to victory make for an ever-changing,

open-world experience each time you play! Scheduled to ship in November 2020.

ODD 100BB ..... \$120.00

### ONI PRESS

## SPOTLIGHT ON

#### ROLLED & TOLD V1 HARDCOVER (5E)

This collected edition of Rolled & Told contains all the adventures, mini-adventures, comics, and articles from issues zero to six along with extra content you couldn't get in the single issues! It provides hours of pick-up-and-play campaigns designed both for players new to tabletop role-playing and for those who have played for years. Every page is filled with beautiful illustrations, comics coinciding with adventures, and splash art from your favorite comic artists to inspire your players! Scheduled to ship in December 2020.

ONI RT001 ..... \$39.99



• CHRIS BAYLIS •

## STATION MASTER™



*Timeless fun for  
Friends and Family!  
All aboard!!*



[www.CalliopeGames.com](http://www.CalliopeGames.com)

Game play  
**30-50**  
minutes

Ages  
**8+**

**2-6**  
players

GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GTM

NOV 2020

57



# SPOTLIGHT ON

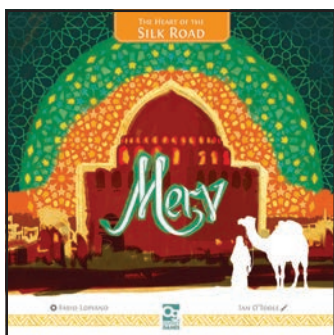


## ROLLED & TOLD V2 HARDCOVER (5E)

Each adventure is 5E compatible and ready-to-play. *Rolled and Told* Vol. 2 provides hours of pick-up-and-play campaigns designed both for players new to tabletop role playing and for those who have played for years. Every page is filled with beautiful illustrations, comics coinciding with adventures, and splash art from your favorite comic artists to inspire your players! Scheduled to ship in December 2020.

ONI RT002 .....\$49.99

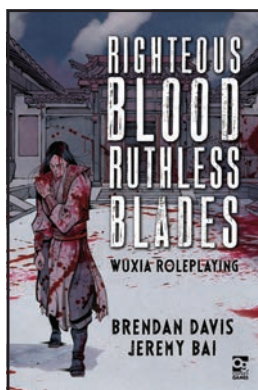
## OSPREY GAMES



## MERV - THE HEART OF THE SILK ROAD

In *Merv: The Heart of the Silk Road* players are vying to amass power and wealth in the prosperous heart of the Silk Road. Through careful court intrigue, timely donations to the grand mosque, and securing favorable trade deals, players attempt to redirect as much of that prosperity as possible into their own pockets. Meanwhile, beyond the city walls Mongol hordes approach. If you help construct the city walls you give up on precious opportunities to build up your own stature, but leave it unprotected and you will burn with the city. Scheduled to ship in November 2020.

OSP GAM036 .....\$65.00



## RIGHTEOUS BLOOD, RUTHLESS BLADES

*Righteous Blood, Ruthless Blades* is roleplaying game of dark adventure and heroic thrills inspired by the wuxia stories of Gu Long. Players assume the roles of eccentric heroes who solve mysteries, avenge misdeeds, uphold justice, and demonstrate profound mastery of the martial arts. Character creation is designed to produce fleshed-out, potent individuals who can follow several paths, including those of the physician, beggar, assassin, thief, soldier, bandit, and more. Scheduled to ship in December 2020.

OSP RPG003 .....\$35.00

## PAIZO PUBLISHING



## PATHFINDER RPG: ADVENTURE PATH - ABOMINATION VAULTS PART 1 - RUINS OF GAUNTLIGHT (P2)

Enter the megadungeon! When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. The towns newest heroes must venture into the ruins around the lighthouse and delve the dungeon levels far beneath it to discover the evil the Gauntlight heralds. Hideous monsters, deadly traps, and mysterious ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults! *Ruins of Gauntlight* is a *Pathfinder* adventure for four 1st-level characters. Scheduled to ship in January 2021.

PZO 90163 .....\$24.99



## PATHFINDER RPG: BESTIARY 2 (POCKET EDITION) (P2)

With more than 350 classic and brand-new monsters, this 320-page hardcover rulebook greatly expands on the foes found in the *Pathfinder Bestiary*. A low-cost, smaller-dimensions edition of the *Pathfinder Bestiary 2* hardcover, and a great low-cost option for players looking to jump into the game for the first time! Scheduled to ship in December 2020.

PZO 2104-PE .....\$24.99



## PATHFINDER RPG: CORE RULEBOOK (POCKET EDITION) (P2)

This comprehensive 640-page guide to the *Pathfinder* roleplaying game provides everything you need to set out on a world of limitless fantasy adventure! A low-cost, smaller-dimensions edition of the fan-favorite *Pathfinder Core Rulebook* hardcover. Scheduled to ship in December 2020.

PZO 2101-PE .....\$29.99



## PATHFINDER RPG: BESTIARY (POCKET EDITION) (P2)

More than 400 of fantasy's fiercest foes burst from the pages of this enormous 360-page compendium of the most popular and commonly encountered creatures in the world of *Pathfinder*! A low-cost, smaller-dimensions edition of the *Pathfinder Bestiary* hardcover, and a great low-cost option for players looking to jump into the game for the first time. Scheduled to ship in December 2020.

PZO 2102-PE .....\$24.99



## PATHFINDER RPG: FLIP-MAT - CITY SITES MULTI-PACK

Whether your players are just arriving in town, heading out for some shopping, carousing at a local tavern, or fighting for their lives in the back alleys, *Pathfinder Flip-Mat: City Sites Multi-Pack* has you covered. This sets four sides each feature a different city location where mayhem and trouble is likely to break out. Whether you need a bustling marketplace, a popular tavern, a twisting tangle of alleys in the worst part of town, or a busy urban waterfront, you'll find a suitable map in this pack. Scheduled to ship in January 2021.

PZO 30111 .....\$24.99



## PATHFINDER RPG: GAMESMASTERY GUIDE (POCKET EDITION) (P2)

Whether you are a new Game Master or experienced storyteller, you can always find new ways to hone your craft. This 256-page *Pathfinder Second Edition* rulebook contains a wealth of new information, tools, and rules systems to add to your game. A low-cost, smaller-dimensions edition of the *Pathfinder Gamemastery Guide* hardcover, and a great low-cost option for players looking to jump into the game for the first time! Scheduled to ship in December 2020.

PZO 2103-PE .....\$24.99





### PATHFINDER RPG: MAGIC ARMAMENTS DECK (P2)

A hero collects treasure at every step of their journey, and no treasure is more prized than mighty magical weapons and incredible enchanted armor. The *Pathfinder Magical Armaments Deck* contains 110 cards detailing every magical armor, weapon, and shield in the *Pathfinder Core Rulebook*, along with runes and special materials. Each card features statistics, descriptions, and beautiful full-color illustrations. Whether you're a GM building a cache of loot for the heroes to find, or a player taking the next steps of a hero's journey, the *Magical Armaments Deck* keeps your fantastic gear at your fingertips! Scheduled to ship in January 2021.

PZO 2222 ..... \$22.99



### STARFINDER RPG: ADVENTURE PATH - FLY FREE OR DIE PART 3 - PROFESSIONAL COURTESY

A favor for their best friend and ally brings the player characters to the ocean planet of Enthia, which the Company is terraforming into a paradise for rich dilettantes. The churning water world is home to many mysteries, including a fantastic underwater realm of powerful magic. Now the crew must save an underwater rig from destruction, rescue the workers there, and somehow win the friendship of a strange alien species. But the Company manager on Enthia is a dragon, she's got a team of aquatic alien troubleshooters, and the PCs are the trouble that needs to be shot. *Professional Courtesy* is a *Starfinder* adventure for four 5th-level characters. Scheduled to ship in January 2021.

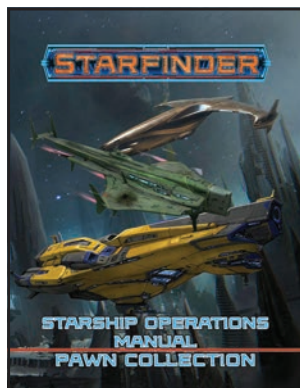
PZO 7236 ..... \$22.99



### STARFINDER RPG: FLIP-MAT - PLANETARY ATMOSPHERE

Whether the heroes are landing their starship to explore a newly discovered world or dogfighting in the skies in individual starfighters, Paizo's latest *Starfinder Flip-Mat* has you covered. This line of gaming maps provides ready-to-use science-fantasy set pieces for the busy Game Master. Featuring a hex grid for *Starfinders* unique starship combat system, this extra-large, double-sided map comes with two different backgrounds - the thick clouds of a gas giant and a high-altitude view of a terrestrial world's topography to let you craft epic atmospheric starship battles and fire your players' imaginations. Don't waste time sketching when you could be playing. Scheduled to ship in January 2021.

PZO 7323 ..... \$19.99



### STARFINDER RPG: PAWNS - STARSHIP OPERATIONS MANUAL PAWN COLLECTION

Buckle up! A vast armada of starship pawns blast their way onto your tabletop in the latest *Starfinder Pawns* collection! The *Starfinder Starship Operations Manual Pawn Collection* presents more than 100 stunning full-color images of starships, from agile interceptors to enormous dreadnoughts. Printed on sturdy cardstock, each double-sided pawn slots into a 1-inch plastic base from the *Starfinder Pawns Base Assortment*, making them easy to mix with traditional metal or plastic miniatures. With so many starship options, the *Starfinder Starship Operations Manual Pawn Collection* ensures you're set to run simple duels, vast armada clashes, and everything in between! Scheduled to ship in January 2021.

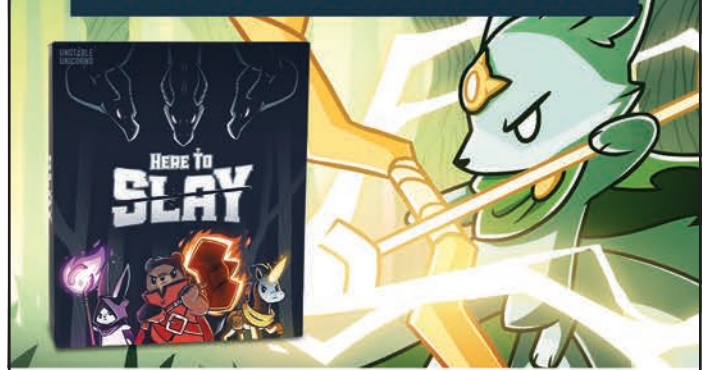
PZO 7421 ..... \$24.99

## FIND THE PERFECT GIFT FOR EVERYONE ON YOUR LIST!

### FOR THE UNICORN LOVER



### FOR THE VALIANT WARRIOR



### FOR THE PUNNY FRIEND



### FOR THE COLLECTOR

**UNSTABLE UNICORNS™**  
VINYL MINI SERIES  
COLLECT ALL 10



GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

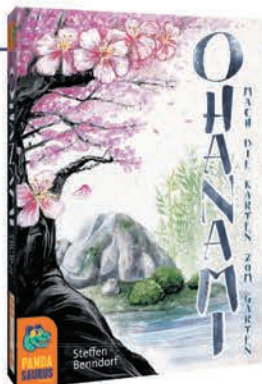


GTM

NOV 2020

59





## OHANAMI

- Unique drafting set collection game!
- A new-classic card game!
- A best seller in Germany and France!

NOW AVAILABLE!

PAN202013 ..... \$14.95

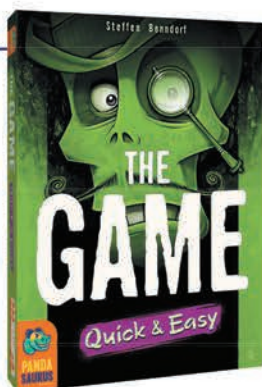


## TAMMANY HALL

- The best seller is back!
- Fun negotiation game.
- Great player interaction!
- Top 400 strategy game on Board Game Geek.

NOW AVAILABLE!

PAN202012 ..... \$49.95



## THE GAME: QUICK & EASY

- Standalone follow up to the best seller!
- Easier to teach, new unique gameplay.
- Fun new family-friendly art!

NOW AVAILABLE!

PAN202014 ..... \$14.95

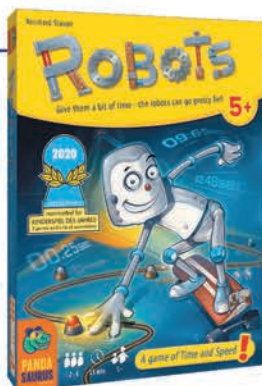


## GODS LOVE DINOSAURS

- From the designer of Magic Maze.
- Fun domino-like tile-laying.
- Control a food-chain from top to bottom!

NOW AVAILABLE!

PAN202016 ..... \$39.95



## ROBOTS

- Kinderspiel des Jahres nominee!
- A best-seller in Germany!
- Fun family-friendly cooperative play!

NOW AVAILABLE!

PAN202017 ..... \$14.95



## CTRL

- A great fit for the whole family.
- 3D area-control!
- Cover your friends' cubes before they cover yours

NOW AVAILABLE!

PAN202007 ..... \$24.95







## DINOSAUR ISLAND

- Hit title—over 50,000 sold.
- Build and manage your own dinosaur park—but manage customer casualties!
- Includes 50 dinosaur meeples and custom, amber DNA dice.



PAN201703 ..... \$59.95

NOW ONLY  
**\$59.95**



## MACHI KORO 5TH ANNIV. EDITION

- Global smash hit — over one million sold.
- Build your own city, collect money when dice roll.
- Spiel des Jahres nominee.



PAN201821 ..... \$29.95



## SONORA

- Flick discs into the right quadrant to score points on your dry erase sheet!
- Stunning art and exciting player interaction.
- A blast for both families and gamers!



PAN202005 ..... \$29.95



## THE GAME

- Global sensation — 1.3 million units sold!
- This highly addictive card game pits players against The Game itself.
- Multi award-winner and Spiel des Jahres nominee.



PAN201820 ..... \$12.95



## SILVER & GOLD

- Simple rules and fast play
- Includes 60 colorful wipeable playing cards and 4 dry erase pens.
- From iconic designer Phil Walker-Harding, the creator of such bestselling games as *Sushi Go*, *Imhotep*, and *Baren Park*.



PAN201910 ..... \$19.95

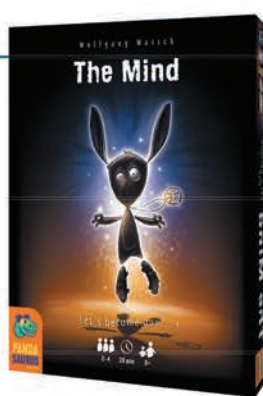


## THE MIND

- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and Spiel des Jahres nominee.



PAN201809 ..... \$12.95





## PALLADIUM BOOKS



### BEYOND THE SUPERNATURAL RPG: SOURCEBOOK - CREATURE FEATURE

This sourcebook builds on material that has appeared in various issues of *The Rifter* but there is a ton of new material and information useful to both Game Masters and players. A gallery of supernatural creatures. Some new. Some familiar, updated and expanded. All terrifying. Rules clarifications and errata. Game Master source material and advice on rules, psychic abilities, proximity and threat levels, I.S.P. multipliers, and more. Advice about running modern horror RPGs and using supernatural creatures in your games. Lots of adventure ideas, including an updated and expanded full adventure, 'The Squatter.' New background and setting information for the BTS setting and a few surprises. Scheduled to ship in October 2020.

PAL 0704 ..... \$22.99

### RIFTS RPG: TITAN ROBOTICS SOURCEBOOK

*Rifts Titan Robotics* is a high-tech toy box presenting new types of armor, sleek power armor, giant robots, vehicles, and weapons sold by Titan Robotics. Ah, but Titan Robotics is much more than just another weapons manufacturer, it is the secret operation of ARCHIE-3 and all part of his plan to monitor and manipulate the outside world. Learn about Archies androids that run Titan Robotics, his current schemes and plans for the future. New Giant Robots. Scheduled to ship in December 2020.

PAL 0899 ..... \$22.99



## PEGASUS SPIELE



### ARMATA STRIGOI

*Armata Strigoi* is a game in which the Powerwolf win or lose as a team, but each player makes their own decisions about their actions and movements. Each player represents one of the Powerwolf heroes which assault the Strigois fortress as a single pack. In order to win they have to defeat both Vampires. However, the two foes are initially invulnerable and their vitality is intrinsically linked to their dwelling fortress, thus, upon the demise of the first vampire the whole structure will start to crumble and collapse on itself, making the victory a race against time!

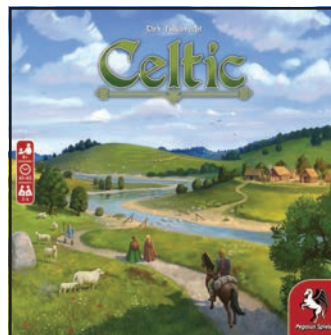
PSD 57700E ..... \$29.99



### BONFIRE

Ignite the Bonfires, cast out the twilight! The magical Bonfire has died out, the ancient cities are abandoned, the world has sunk into twilight. The Guardians of Light, who once watched over the Bonfires, have withdrawn to distant islands. There they wait for those who prove worthy to banish the darkness. And so it is up to you, the Gnomes, to face this fate: Colonize the empty cities and prepare the path for the Guardians to return to their original home. Scheduled to ship in October 2020.

PSD 55141G ..... \$59.99



### CELTIC

The Celtic Lord of the Wetterau is looking for a successor. To prove themselves worthy, players have to travel the region and trade with neighboring tribes. Each turn they have to perform one movement with their family members; other players at their starting location can decide to join them. While some locations allow to collect goods, others have to be visited to fulfill goal cards which grant influence (victory points). The game ends immediately once a player fulfilled five goal cards or chooses to reveal that they've collected one good of every kind.

PSD 55155E ..... \$14.99



### HANSA TEUTONICA BIG BOX

In *Hansa Teutonica* players attempt to increase their standing as merchants in the Hanseatic League by gaining prestige points in various ways. For instance, they can try to establish a network of Counting Offices in new Hansa cities by occupying an entire trade route between two cities, but before that happens, player markers can also be displaced by other players. Players may also aim to develop their trading skills, improving their abilities throughout the course of play. *Hansa Teutonica* is a highly interactive strategy game, as players block and push each other each turn, but it also gives cunning players the chance to put being blocked into an advantage. Scheduled to ship in October 2020.

PSD 55148G ..... \$49.99



turn, the efficiency of their harvest need to be improved with upgrades during their active turns. Harvested goods are then sold on the market and whoever earned most money wins. Scheduled to ship in October 2020.

PSD 51977E ..... \$29.99

### TALISMAN ADVENTURES RPG: ACCESSORY PACK

If you want to be even better prepared for your heroic journey, the *Talisman Adventures Accessory Pack* (Dice & Tokens) is available for purchase. It contains as many Light and Dark Fate Tokens as you could ever need in addition to 3 *Talisman Adventures* Dice.

PSD 47505E ..... \$14.99

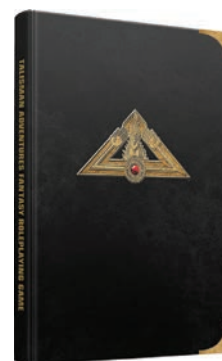
## SPOTLIGHT ON



### TALISMAN ADVENTURES RPG: CORE RULE BOOK

The *Talisman Adventures Fantasy Roleplaying Game* rules are fast-paced, easy to learn, and feature the new 3D6 Adventures rules set. With these rules, the players take the lead and determine the action as their characters explore magical new lands, encounter enigmatic strangers, and do battle against terrible monsters. This book provides a multitude of enemies, strangers, followers, mysterious locations, and magic items to include in your adventures. Forbidden knowledge and fabulous treasures — perhaps even the fabled *Talisman* of the Great Wizard — await the daring and heroic.

PSD 47500E ..... \$49.99



### TALISMAN ADVENTURES RPG: CORE RULE BOOK LIMITED EDITION

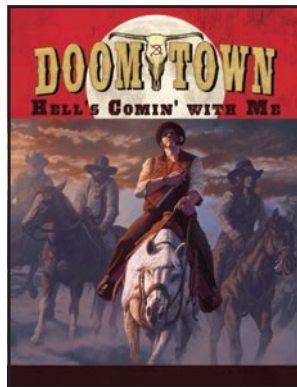
PSD 47501E ..... \$69.99

### MY FARM SHOP

In *My Farm Shop* players compete with their personal Farm Shops, represented by upgradeable player boards, which they set up in the market. Each round the active player rolls 3 dice. They then select 1 die to determine which upgrade they get this round. The sum of the remaining 2 dice triggers one action of the farm shop this happens for all players. While players receive goods each



## PINEBOX ENTERTAINMENT



### DOOMTOWN: HELL'S COMIN' WITH ME

A small, determined posse moves on from Gomorra and Tombstone, riding toward their destiny in a boomtown surrounded by the Black Hills of the Dakota badlands. Meanwhile, Jonah Essex continues to flee powerful enemies. Is he prepared for an unexpected welcome to Deadwood? Scheduled to ship in November 2020. PIN 05926 .....\$39.99

## PLAYMONSTER



### 5 SECOND RULE: ANNIVERSARY EDITION

Now with more than 150 new cards! It should be easy to name 3 breeds of dogs-but can you do it under the pressure of 5 seconds twisting down, and with the other players staring at you, waiting for you to get flustered? Time's not on your side, so just say what comes to mind and risk ridiculous answers slipping out as time twirls down on the unique twisted timer! It's all in good fun with this fast-paced game where you have to Just Spit it Out! PAT 7453 .....\$14.95

## POKÉMON USA



### POKÉMON TCG: COLLECTOR'S CHEST

This sturdy metal case contains more than a dozen special Pokémon goodies including many not found anywhere else. PUI 21080747.....PI

## SPOTLIGHT ON



### POKÉMON TCG: KANTO POWER COLLECTION

Explore the power of the Kanto region with this Pokémon Trading Card Game collection including a massive oversized card and 10 booster packs! This collection also brings you two powerful Pokémon-EX, with HP and attacks far beyond most Pokémon, and a treasure trove of XY Evolutions booster packs to expand your choices and add wild, strong, and wonderful Pokémon of all types to your collection! PUI 29080944.....PI

## SPOTLIGHT ON



### POKÉMON TCG: ORBEETLE V BOX

Orbeetle V is all brain and it has ways of outsmarting anyone! Its immense intellect gives it a major psychic punch, and it leaves your opponent wondering what comes next. Flying high into the sky, the Seven Spot Pokémon looms over weaker Pokémon in battle. You'll find the brainy Orbeetle V in both playable and display sizes, together with treasures from Pokémon TCG booster packs. PUI 29080745.....PI

## SPOTLIGHT ON



### POKÉMON TCG: SWORD & SHIELD ULTRA-PREMIUM COLLECTION - ZACIAN & ZAMAZENTA

With the power of Zacian V and Zamazenta V, your decks will seize the day, channeling the strength of Metal-type Pokémon into your roster. In addition to a players guide covering the entire first year of the Sword & Shield Series, including details about top cards and combos, you'll find more surprises in Pokémon TCG booster packs. Do more than just explore Galar: stand shoulder to shoulder with its greatest legends! PUI 29080742.....PI

## SPOTLIGHT ON



### POKÉMON TCG: SWORD & SHIELD - VIVID VOLTAGE BOOSTER DISPLAY (36)

Discover new brilliance and maximum power in the Pokémon TCG: Sword & Shield Vivid Voltage expansion as more Pokémon V appear, including the newly discovered Mythical Pokémon Zarude! Unique new Amazing Pokémon burst onto the scene with a rainbow splash, alongside more Pokémon VMAX including the splendor, the majesty, the delightful round wonder that is Gigantamax Pikachu! Put a little color and a lot of spark into your deck or collection with the Sword & Shield Vivid Voltage expansion! PUI 17580749.....PI

### POKÉMON TCG: SWORD & SHIELD - VIVID VOLTAGE BUILD & BATTLE BOX (DISPLAY 10)

Contains a 23-card Evolution pack featuring key cards from current and prior sets, including 1 of 4 alternate-art promo cards, 4 Pokémon TCG: Sword & Shield - Vivid Voltage booster packs, and 1 deck-building tip sheet. PUI 17580771.....PI



## SPOTLIGHT ON



### POKÉMON TCG: SWORD & SHIELD - VIVID VOLTAGE CHECKLANE BLISTER CARTON (16)

Blister card (for pegs) containing booster pack, promo card, and coin. Discover new brilliance and maximum power in the Pokémon TCG: Sword & Shield Vivid Voltage expansion as more Pokémon V appear, including the newly discovered Mythical Pokémon Zarude! Unique new Amazing Pokémon burst onto the scene with a rainbow splash, alongside more Pokémon VMAX including the splendor, the majesty, the delightful round wonder that is Gigantamax Pikachu! PUI 17580754.....PI

## SPOTLIGHT ON



### POKÉMON TCG: SWORD & SHIELD - VIVID VOLTAGE ELITE TRAINER BOX

Discover new brilliance and maximum power in the Pokémon TCG: Sword & Shield Vivid Voltage expansion as more Pokémon V appear, including the newly discovered Mythical Pokémon Zarude! Unique new Amazing Pokémon burst onto the scene with a rainbow splash, alongside more Pokémon VMAX including the splendor, the majesty, the delightful round wonder that is Gigantamax Pikachu! Put a little color and a lot of spark into your deck or collection with the Sword & Shield Vivid Voltage expansion! PUI 17580768.....PI



# SPOTLIGHT ON



## POKÉMON TCG: SWORD & SHIELD - VIVID VOLTAGE MINI PORTFOLIO DISPLAY (12)

Store up to 60 of your latest and greatest Pokémon cards in this mini portfolio. Each portfolio comes with a booster pack from the new Pokémon TCG: Sword & Shield Vivid Voltage expansion, so you can start filling it up right away!  
PUI 17580767..... PI

## POKÉMON TCG: SWORD & SHIELD - VIVID VOLTAGE SLEEVED BOOSTER CARTON (24)

Sleeved (for pegs) booster. Discover new brilliance and maximum power in the Pokémon TCG: Sword & Shield Vivid Voltage expansion as more Pokémon V appear, including the newly discovered Mythical Pokémon Zarude! Unique new Amazing Pokémon burst onto the scene with a rainbow splash, alongside more Pokémon VMAX including the splendor, the majesty, the delightful round wonder that is Gigantamax Pikachu! Put a little color and a lot of spark into your deck or collection with the Sword & Shield Vivid Voltage expansion!  
PUI 17580750..... PI

# SPOTLIGHT ON



## POKÉMON TCG: SWORD & SHIELD - VIVID VOLTAGE THEME DECK DISPLAY (8)

Discover new brilliance and maximum power in the Pokémon TCG: Sword & Shield Vivid Voltage expansion as more Pokémon V appear, including the newly discovered Mythical Pokémon Zarude! Unique new Amazing Pokémon burst onto the scene with a rainbow splash, alongside more Pokémon VMAX including the splendor, the majesty, the delightful round wonder that is Gigantamax Pikachu! Put a little color and a lot of spark into your deck or collection with the Sword & Shield Vivid Voltage expansion!  
PUI 17580757..... PI



# SPOTLIGHT ON



## POKÉMON TCG: ZACIAN V LEAGUE BATTLE DECK

Hold that intrepid sword high, Zacian, and stand bravely against all comers! This Legendary Pokémon V is yours in this powerful, League-ready deck for skilled Trainers and Pokémon TCG players. With a slew of cards including premium foil cards, sought-after power cards like Arceus & Dialga & Palkia-GX, and a well-tuned set of Pokémon and Trainer cards, the Zacian V League Battle Deck does more than feature one of the legends of the Galar region: it puts together all the elements to support you in your next match against friends and neighbors, in person or online!  
PUI 29080797..... PI

## POKÉMON TCG: SWORD & SHIELD - VIVID VOLTAGE THREE-BOOSTER BLISTER

Discover new brilliance and maximum power in the Pokémon TCG: Sword & Shield Vivid Voltage expansion as more Pokémon V appear, including the newly discovered Mythical Pokémon Zarude! Unique new Amazing Pokémon burst onto the scene with a rainbow splash, alongside more Pokémon VMAX including the splendor, the majesty, the delightful round wonder that is Gigantamax Pikachu! Put a little color and a lot of spark into your deck or collection with the Sword & Shield Vivid Voltage expansion!  
PUI 17580753..... PI

# PRIVATEER PRESS

## HORDES

Scheduled to ship in December 2020.



## MINIONS FARROW SAPPER AND MINES SOLO (RESIN/METAL)

PIP 75089 ..... \$21.99



## TROLLBLOOD TROLLKIN GUNNERY SERGEANT SOLO (RESIN/METAL)

PIP 71125 ..... \$19.99

## MONSTERPOCALYPSE

Scheduled to ship in December 2020.



## DRAKEN ARMADA GAUSAMAL MONSTER (RESIN/METAL)

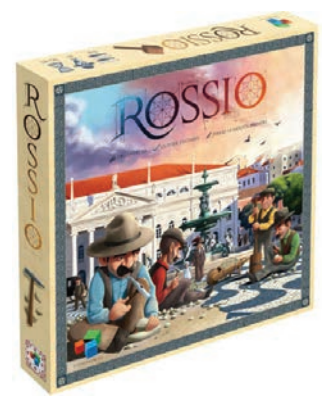
PIP 51113 ..... PI



## DRAKEN ARMADA STALKERS AND DRAKEN MYSTIC UNIT (METAL)

PIP 51114 ..... PI

# PYTHAGORAS



## ROSSIO

The Portuguese King has called the finest stonemasons of the country to pave one of the most important squares with calada tiles. But the task is enormous and players will have to count with the aid of helper cards who will help them score points and/or collect money. *Rossio* is a game with very simple rules, but with high interaction between players and interesting decisions every single turn. Scheduled to ship in December 2020.  
PYG 0012 ..... \$45.00

# QUICK SIMPLE FUN GAMES



## CHAKRA

When Chaos Swirls about you, Harmonize your Chakras. Each player is trying to harmonize their Chakras. They do that by action selection, and taking the right colors for your chakras at the right time. Players must outsmart their opponents to claim victory in this Quick Simple and Fun game for 2-4 Players.  
QSF 177654 ..... \$29.99



## MUSE RENAISSANCE

Scheduled to ship in November 2020.  
QSF 177655 ..... \$24.99



## Q-WORKSHOP



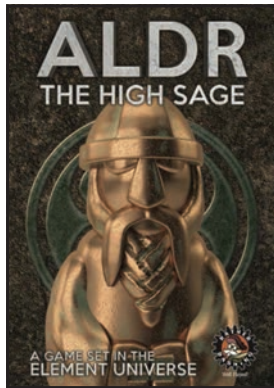
### ADVENT DICE CALENDAR BY Q-WORKSHOP

Christmas is coming! Don't you just love counting down days to Santa's visit? Q-Workshop gives you a countdown sweet, but not fattening. Each slot bringing joy and being practical at the same time! Each day-slot hides a special die for you, with a metal bonus at the end! There's even a full set of Santa's Dice in never-before-seen color theme! Enjoy each day with a new die! Christmas countdown calendar for RPG-lovers and dice-enthusiasts with sweet but non fattening treat in every slot. There is at

least one random METAL die in each Calendar. Scheduled to ship in December 2020.  
QWS ADC101 ..... \$40.00

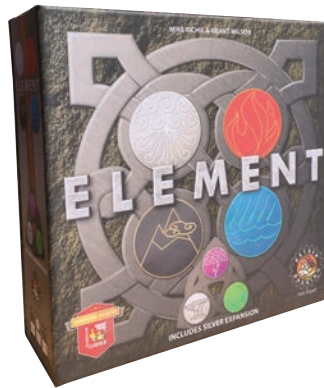
## RATHER DASHING GAMES

OFFERED AGAIN



### O/A ALDR THE HIGH SAGE

ALDR: The High Sage is a card game unlike any other. Tactically place drafted cards to build the four elemental patterns before your opponents can. Place your sages strategically to restrict the options of other players, and move Aldr himself to further thwart your opponents. Be the first to place your four sages and claim victory in this unique card game of area control.  
RDG ALDR..... \$29.99



### O/A ELEMENT - SILVER

Element: Silver builds upon the legacy of Element by offering three additional modes of play along with the classic version. By adding silver stones functioning as a fifth element, players now have three additional modes of play with Lightning, Wood, and Metal. Each version requires unique thinking, tactics, and philosophy to win.  
RDG SILR..... \$39.99

## RIO GRANDE GAMES

## SPOTLIGHT ON



### BEYOND THE SUN

As Earth begins to die, it is time for humanity to look *Beyond the Sun*. The faction leaders that once ruled the planet separately, now work together to develop cutting-edge technology and explore the depths of space. However, only one leader will truly reign supreme in these new worlds. Will it be you? Scheduled to ship in October 2020.

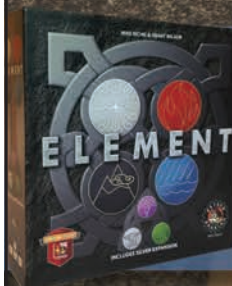
RGG 580 ..... \$74.95

# ALDR THE HIGH SAGE



ALDR is a thematic abstract game set in the popular Element universe.

Tactically place drafted cards to build four Elemental Patterns before your opponents can. Place your Sages and move ALDR to obstruct the options of other players, gaining the advantage in this unique abstract card game of area control fans old and new to Element will enjoy!



Although a standalone game, ALDR can also be used as an expansion to the award winning game Element!

? 2-4 30-45 min 12+ \$29.99  
Available NOW!  
RATHERDASHINGGAMES.COM

LIKE & FOLLOW US



GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GTM

NOV 2020

65





FAMILY

### AUTUMN HARVEST: A TEA DRAGON SOCIETY CARD GAME

RGS01158.....\$25



10+



2-4



30-60

**OCTOBER RELEASE**



MINIATURE

### POWER RANGERS: RISE OF THE PSYCHO RANGERS

RGS02131.....\$60



14+



2-5



45-60

**OCTOBER RELEASE**



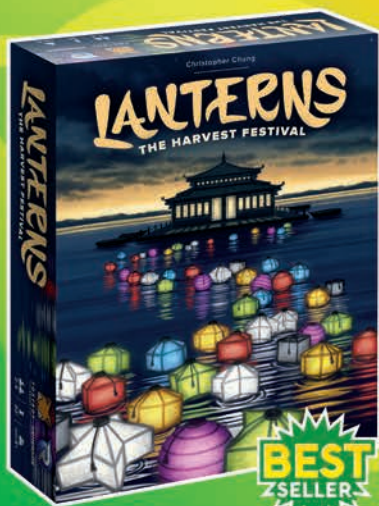
ROLE-PLAYING

### WARDLINGS CAMPAIGN SETTING

RGS01150.....\$40

Designer: Elisa Teague Cover Artist: Jacqui Davis

**AVAILABLE NOW**



FAMILY

### LANTERNS: THE HARVEST FESTIVAL

RGS00502.....\$35



8+



2-4



25-35

**AVAILABLE NOW**



MINIATURE

### POWER RANGERS: VILLAIN PACK #2: MACHINE EMPIRE

RGS02132.....\$40



14+



2-5



45-60

**OCTOBER RELEASE**



ROLE-PLAYING

### KIDS ON BIKES

RGS07119.....\$25

Designer: Johnathan Gilmour, Doug Levandowski  
Cover Artist: Heather Vaughan

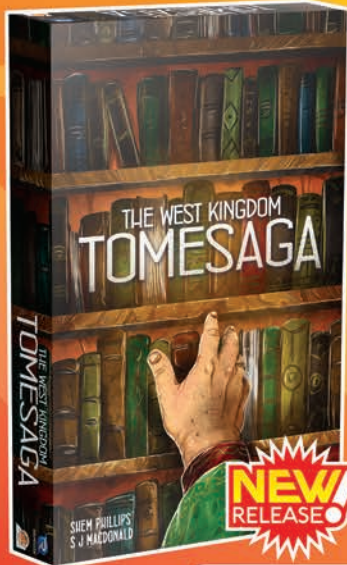
**AVAILABLE NOW**



**RENEGADE  
GAME STUDIOS**

[WWW.RENEGADEGAMES.COM](http://WWW.RENEGADEGAMES.COM)





**NEW!**  
RELEASE

STRATEGY

**THE WEST KINGDOM  
TOMESAGA**

RGS02126.....\$30

12+ 2-6 60-240

**OCTOBER RELEASE**



**BEST  
SELLER**

STRATEGY

**ARCHITECTS  
OF THE WEST KINGDOM**

RGS00819.....\$55

12+ 1-4 60-90

**AVAILABLE NOW**



**NEW!**  
RELEASE

JIGSAW PUZZLE

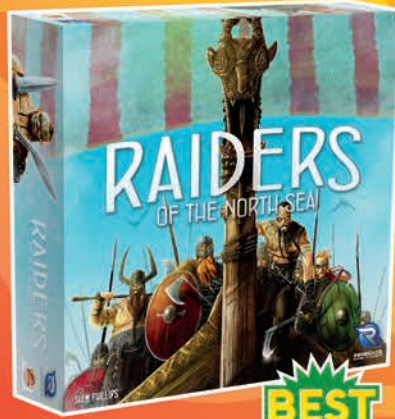
**OVERLIGHT**

1000 PIECE JIGSAW PUZZLE

RGS02150.....\$20

Artist: Kwanchai Moriya

**AVAILABLE NOW**



**BEST  
SELLER**

STRATEGY

**RAIDERS  
OF THE NORTH SEA**

RGS00585.....\$55

12+ 2-4 60-80

**AVAILABLE NOW**



**BEST  
SELLER**

STRATEGY

**BARGAIN QUEST**

RGS00855.....\$40

12+ 2-5 45-60

**OCTOBER RELEASE**



**NEW!**  
RELEASE

JIGSAW PUZZLE

**KIDS ON BIKES**

1000 PIECE JIGSAW PUZZLE

RGS02153.....\$20

Artist: Heather Vaughan

**AVAILABLE NOW**



## ROGUE GAMES



### HARPER'S GATE RPG

A complete setting, *Harper's Gate* is designed to be easily adaptable to any fantasy setting. Containing a host of NPCs, rumors, and countless little details you have everything you need to create a rich and engaging town. Learn the secret of ivory. Discover the many groups at work vying for control of the region. Seek your fortune while you brave the dangers that seem to be lurking everywhere. All of this and more are ready for you to discover. Scheduled to ship in November 2020.

RUG 80001 .....\$14.99

## ROWAN, ROOK & DECARD



### HEART RPG: QUICKSTART EDITION

The Heart is a roiling tear of unreality beneath the city of Spire. Within its borders, there are routes to unknown places, great secrets, shrines to long-dead gods, and monsters the like of which have never been seen on the surface world. In the *Heart* RPG, players take on the role of delvers - strange, desperate, broken people exploring the nightmare city in search of the object of their obsessions. Take your first steps into the City Beneath with this streamlined version of the rules for the *Heart* RPG. Scheduled to ship in November 2020.

RRD HEAQSSB .....\$12.00

### SPIRE RPG: SHADOW OPERATIONS

Hijack a teleporting train. Ensure a wedding goes off without a hitch, despite the assassins and the drunk knights in attendance. Murder the most powerful man in Red Row at his own birthday party. Rescue an ancient high elf rebel frozen in ice whose dreams warp the world around them. *Shadow Operations* is a sourcebook for *Spire: The City Must Fall* that includes eleven stand-alone one-shot scenarios designed to be used as quickly and easily as possible. Each is written to a template that allows you to access the important information you need, and a new way of running one-shots is detailed in the appendix, letting you get the most out of the scenarios. Scheduled to ship in November 2020.

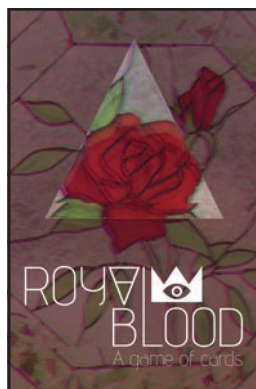
RRD SHADOPSB .....\$12.00



### HEART RPG: SANCTUM

This sourcebook gives game masters the tools they need to build a haven together with their player group, ensuring that their characters have a place in the community and that they're invested in keeping it as safe as possible. At the end of the process, you'll have a unique landmark with tension, threats and a delicate status quo to maintain or destroy. In the second part of the book, the ultimate threat to havens - Angels, the fleshy, uncanny emissaries of the Heart itself - are examined in more detail, with four new varieties ready and waiting to infiltrate, destroy, spy on or overgrow your precious settlement. Scheduled to ship in November 2020.

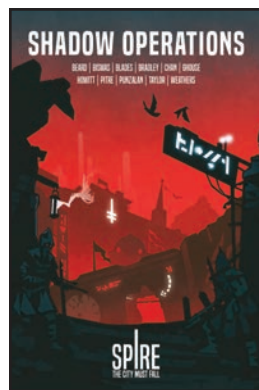
RRD SANCTSB .....\$12.00



### ROYAL BLOOD RPG

*Royal Blood* is a roleplaying game that uses tarot cards and a handful of coins to tell a story of dramatic heists, inhuman monsters, and ramshackle arcana. Players take on the role of Royals - half-human, half-magic sorcerers with an axe to grind - and attempt to steal power from the almighty Arcane who rule the city with absurdly powerful sorcery. Straightforward rules allow the game master to put together a multilayered heist, complete with genre appropriate twists and turns, by working with the players to build a plot out of nothing when they set down to the table. Scheduled to ship in November 2020.

RRD ROYALBSB .....\$22.00



## ROXLEY GAMES



### CHAI

In *Chai*, you will step into the shoes of a tea merchant, combining tea flavours to make a perfect blend. Specializing in either rooibos, green, oolong, black or white tea, you will buy and collect ingredients to fulfill your customers' orders. As a tea merchant, each turn you will do one of the following: Visit the Market - The player immediately receives a gold coin and selects a tea flavour tile (mint, jasmine, lemon, ginger, berries, and lavender), adding to their tea box. If the flavour tile is touching tiles of the same type these tiles are also taken. Payment (gold, silver, or a copper coin) is placed in the money pouch corresponding to the furthest-right column the tiles were in. Scheduled to ship in December 2020.

ROX STE002 .....\$49.99

## SKYBOUND GAMES



### BARNYARD ROUNDUP

*Barnyard Roundup* is a card game about collecting the most animals by bluffing, baffling, and out-guessing your friends. Score the most points and win the game! Scheduled to ship in January 2021.

SKY DTC001 .....\$15.00



### PEBBLE ROCK DELIVERY SERVICE

*Pebble Rock Delivery Service* is a 2-4 player Pick-up and Delivery game in which players race to make deliveries to the friendly critters that live on the islands. A cast of whimsical standees makes the game stand out on anytable. So catch a ride with Maisey the Whale, or dig up some treasure for the Dread Pirate Roberto, but make sure you watch out for Larry the Shark! Scheduled to ship in January 2021.

SKY 4310 .....\$25.00



### TIDAL BLADES - HEROES OF THE REEF: ANGLER'S COVE EXPANSION

*Tidal Blades: Angler's Cove* is an expansion to *Tidal Blades - Heroes of the Reef*. This expansion adds a 5th character and a new island to the base game. This new island offers new tough choices and works at any player count, adding even more replayability to the game. Scheduled to ship in January 2021.

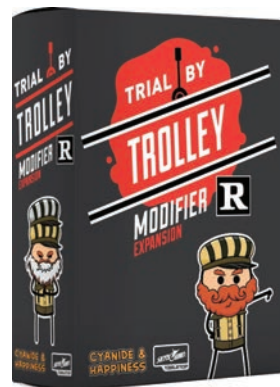
SKY 4249 .....\$25.00



### TIDAL BLADES - HEROES OF THE REEF: PART ONE

Welcome Young Heroes! Many brave contestants have signed up for the tournament, but only a handful will be chosen to join the Tidal Blades, the elite guards of our island realm. To succeed in the Tournament and be chosen as a Tidal Blade, you must compete in Challenges held in the 3 Arenas, rise to the top of the Champions Board, and protect the realm from the ever increasing threat of the Monsters from the mysterious Fold. Scheduled to ship in January 2021.

SKY 32218 .....\$60.00

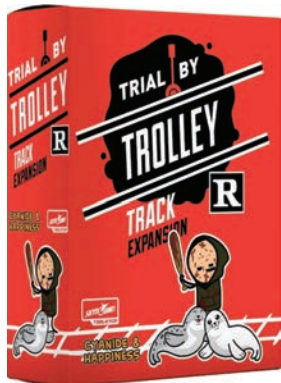


### TRIAL BY TROLLEY: R-RATED MODIFIER EXPANSION

100 R-Rated Modifier Cards Scheduled to ship in December 2020.

SKY 4902 .....\$15.00





**TRIAL BY TROLLEY:  
R-RATED TRACK EXPANSION**  
100 R-Rated Track Cards Scheduled to ship in  
December 2020.  
SKY 4901 .....\$15.00

## SOLACE GAMES



**AWAKENED SKELETON (5E)**  
A new supplement introducing a most dire of races, the *Awakened Skeleton*. Raised by ancient magics or the curse of a god, no one knows, but these players live again for the greatest of roleplaying games 5th edition! Inside you will find: Stats for playing as an *Awakened Skeleton*. Sub-race stats for all the major races in the core rulebook. Class options including: College of the Grave for Bards, Circle of the Crypt for Druids, Death Archetype for Fighters, The Oath of Silent Passing for Paladins, and The Dead One Patron for Warlocks. Two adventure locations to challenge your players with. The Temple Orcus and The Mael-Carin Crypt. Scheduled to ship in November 2020.  
SOG 0500 .....\$17.99

## STEAMFORGED GAMES

### SPOTLIGHT ON



**ANIMAL ADVENTURES RPG:  
STARTER SET**  
Join intelligent cats and dogs on a spellbinding adventure! Created for beginners, this set is your gateway into the magical world of roleplaying games. Inside is everything you need to play a thrilling RPG campaign, with no experience needed. Explore exciting locations, face fearsome and fantastical beasts, and have fun!  
SFL AA-SS .....PI

## SOVEREIGN HART GAMES

### SPOTLIGHT ON



**RECIPE FOR DISASTER**  
Are you cool as a cucumber under pressure? Is your games night a bit of a dogs dinner? Now is the time to put your eggs in one basket with the card game of culinary chaos. *Recipe for Disaster* is a new set collection card game with a twist where you will be collecting the necessary ingredients for a dish by any means necessary - Even a hectic, timed dumpster dive! Once all your ingredients are collected and the bell its rung, its time to get your snake oil pitch on, as each player takes turns to describe which ingredients they've used and why their dish is better than everyone else's! Scheduled to ship in January 2020.  
SGH RFD011120 .....\$45.00

### SPOTLIGHT ON



**EPIC ENCOUNTERS:  
SHRINE OF THE  
KOBOLD QUEEN**  
The kobolds speak of a saviour queen with visions of a world made new - made, she vows, 'in the image of the dragon.' This new world will belong to the kobolds, and the queen has filled her followers with the raging passion of her cause. Now, they will destroy anything in their path to claim it. Contains 20x miniatures, a double-sided game mat, adventure book, monster's stats, and tips and tricks for building tension and excitement.  
SFL EE-002 .....\$49.95

## SPOTLIGHT ON



**EPIC ENCOUNTERS:  
LAIR OF THE RED DRAGON**  
Is it cunning that gleams in the red dragon's eye? Or a reflection of the gold it so jealously hoards? With intelligence sharp as its teeth, this tyrant covets riches above all else - and will rain fire on any foolhardy enough to enter its glittering lair. Contains 1x Red Dragon miniature, 16x Fire Brand Kobold tokens, 2x Lava Pool tokens, a double-sided game mat, adventure book, monster's stats, and tips and tricks for building tension and excitement.  
SFL EE-001 .....\$49.95



**GODTEAR: JEEN, THE  
WANDERING WARRIOR**  
A mercenary with a soft spot for the downtrodden, Jeen wanders in search of wrongs to right and worthy adversaries to challenge. She leads the Golden Shrikes, a swarm of disciplined soldiers who dutifully cut down enemies in a flash of cold steel.  
SFL GT-022 .....PI



**GODTEAR: LUELLA,  
THE RAGING STORM**  
Like a mighty storm, Luella engulfs her enemies in a whirlwind of flashing steel and thunderous fury. Take cover, for she and her Shieldmaidens charge into battle without a backward glance.  
SFL GT-021 .....PI

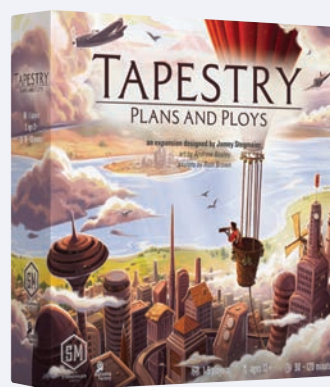
### HORIZON ZERO DAWN: THE BOARD GAME

Assigned a dangerous quarry by the prestigious Hunter's Lodge, players choose a tribe and class for their hunter and embark on an adventure through the wilds. *Horizon Zero Dawn: The Board Game* is a semi-cooperative tactical action game for 1-4 players with deck building, character progression and innovating gameplay mechanics.  
SFL HZD-001 .....PI



## STONEMAIER GAMES

## SPOTLIGHT ON



**TAPESTRY: PLANS  
AND PLOYS EXPANSION**  
Choose from a variety of new civilizations, pursue individual achievements to add landmarks to your capital city, and sneakily interact with the opposition in this first expansion for *Tapestry*.  
STM 151 .....\$30.00



## GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GM

NOV  
2020

69



## SYNAPSES GAMES



### COATL

With the passing of a great spiritual leader there is a void in the Aztec world. Players compete in a test of artistry and skill to win the favor of the gods. By carving intricate sculptures of feathered serpents, known as Catl, players want to become the next High Priest. Players spend turns collecting thick, colorful head, tail, and body sections or assembling them into Catls. They work to fulfill the beautifully illustrated Prophecy and Temple cards to earn prestige and become the next High Priest as the head of the spiritual Aztec world.

COA 01 ENFR .....\$39.99

## ULISSES-SPIELE



### THE DARK EYE: AVENTURIA ADVENTURE CARD GAME - SHIP OF STONE EXPANSION

In this upgrade set for the *Aventuria* boxes *Forest of No Return* and *Ship of Lost Souls*, we provide you with all game materials to play the expert adventure *Ship of Stone* as well as additional cards for the *Blessed One of Peraine* and the *Thorvalian Warrior*. To play this game, you also need the *Aventuria Basic Box*, *Forest of No Return* and *Ship of Lost Souls*. Scheduled to ship in November 2020.

ULI US25432E .....\$19.99



### THE DARK EYE: AVENTURIA ADVENTURE CARD GAME - WHEEL OF LIFE EXPANSION

This expansion pack for *Aventuria: The Adventure Card Game* contains 11 Life Point Counters that allow you to keep track of your heroes life points. Scheduled to ship in November 2020.

ULI US25443E .....\$24.95



### TORG ETERNITY RPG: CYBERPAPACY BOOSTER DECK

This booster deck adds specialized cards for the dreaded Cyberpapacy. A re-themed 40 card Drama Deck features unique special effects each round, all of them designed to accentuate the oppression and futurism of the realm. Ten new Cosm cards increase the variety of effects, adding surprise and mystery. Finally, five new cards are added to the Drama Deck, bringing back some old favorites and adding completely new options to the mix. Scheduled to ship in November 2020.

ULI US82045 .....\$14.99



### TORG ETERNITY RPG: CYBERPAPACY CYBERWARE DECK

This booster deck adds specialized cards for the Cyberpapacy. Each card is an individual cybernetic item that Storm Knights may install, with art and statistics printed for easy reference. There are 55 items total, which may be dealt out to add new challenges to villains or determine what's available at a Chop Shop. Scheduled to ship in November 2020.

ULI US82064 .....\$14.99



### TORG ETERNITY RPG: CYBERPAPACY GM PACK

A dry-erase map of Cyberpapacy shows all the invasion zones across Western Europe and South America and allows the adventurers to find or remove stelae and change the course of their worlds war! Threat cards have one side that faces the players and includes the defense numbers they need to calculate their own attacks and simply tell the GM the result of a test. The other side has the special abilities and attacks the GM needs without needing to check a book. Threat blips are sturdy tokens that match the monsters and foes encountered within the game, and are great for tactical combat or for tracking the number of foes and their conditions, even without using a map. Scheduled to ship in November 2020.

ULI US82047 .....\$19.99



### TORG ETERNITY RPG: CYBERPAPACY GM SCREEN & ARCHTYPES

This screen contains three panels with the most common tables and modifiers a GM may need when running *Torg Eternity* within the Cyberpapacy. The GodNet diagram and security protocols, and the piety system are included. Inside are 16 full-color archtypes and their character sheets, ready for action at a moments notice! Scheduled to ship in November 2020.

ULI US82042 .....\$24.99



### TORG ETERNITY RPG: CYBERPAPACY TOKENS

Tokens for use with *Torg Eternity*. Scheduled to ship in November 2020.

#### LE RESISTANCE

ULI US82055 .....\$14.99

#### MINIONS OF MALRAUX

ULI US82054 .....\$14.99

#### POSSIBILITY

ULI US82046 .....\$19.99



### TORG ETERNITY RPG: CYBERPAPACY MAP PACK 1

This gorgeous, double-sided map puts the guile and majesty of the Cyberpapacy onto your gaming table! Explore the Monastery, secretive lair of stone-faced priests lurking behind thick walls of both data and stone. Skulk dim passages past surveillance and guards, from chamber to frigid chamber hidden away, to unearth the hyperdevilish secrets within! Wander the Street Sprawl, if you dare! Dodge the urchins and the aged through estates and ghettos, the grim edge where power commands the powerless. Dim but never truly dark, a place awash in the afterglow of everpresent hovering holograms and pious propaganda. Scheduled to ship in November 2020.

ULI US82052 .....\$14.99



### TORG ETERNITY RPG: CYBERPAPACY MAP PACK 2

This high-quality, double-sided map sets the stage for the unfolding Possibility Wars on your table! Abase yourself amid the holo-grandeur of Piety Square, the focal point of holy celebration and systemic control. No other Cosm and no other reality boasts so magnificent an interface between relentless religious rule over a cautiously rebellious yet servile population. Visit the Cyberpapacy's bastion of leading-edge antiquities: the Reliquary! The devices and artifacts secreted away here might turn the tide of the Cosm or rip the fabric of reality entirely asunder, hence its fortresslike impenetrability and fear-inducing presence. Scheduled to ship in November 2020.

ULI US82053 .....\$14.99





### TORG ETERNITY RPG: CYBERPAPACY SOURCEBOOK

The Cyberpapacy is a realm of oppressive technology ruled by High Lord Jean Malraux, the first and only Cyberpope. According to the Church, flesh is sinful and metal is clean. The Cyberpapacy arrived in Avignon as saviors crusading against the demons and invaders from the other realms. It has spread across France and Spain, and even as far as Brazil. Within the borders of the Cyberpapacy the people pray on their knees, afraid of witches and demons who may lurk anywhere. If they pray hard enough and follow the rules the benevolent Church may upgrade their frail and imperfect flesh to sleek mechanical Cyberware. Scheduled to ship in November 2020.

ULI US82039.....\$39.99



### TORG ETERNITY RPG: DELPHI MISSIONS - CYBERPAPACY

*Delphi Missions: Cyberpapacy* is a set of adventures to enhance any ongoing *Torg Eternity* campaign. Each of the ten adventures inside is suitable for an evening of play. Each adventure may be dropped into an existing story, or played on its own. Facing Malraux and his unholy Cyberpapacy is dangerous, and facing these perils add adventure and opportunity to the Storm Knights lives. Scheduled to ship in November 2020.

ULI US82044.....\$24.99



ULI US82058.....\$24.99



### TORG ETERNITY RPG: RELICS OF POWER REDUX

Storm Knights criss-cross the globe to face down agents of many High Lords in their Cosms, including the Nile Empire, Cyberpapacy, and Pan-Pacifica. Their goal: the secrets of the Akashans, once known as the Space Gods. To accomplish this, the heroes must not only defeat some familiar enemies armed with new powers and treacheries, but also fight against many never-beforeseen foes (including previews of future creatures and abilities coming in the Pan-Pacific, Tharkhold, and Orrorsh releases). Scheduled to ship in November 2020.

ULI US82056.....\$34.99



### TORG ETERNITY RPG: UNHALLOWED DATA

*Unhallowed Data* is a massive adventure suitable for several months of gaming. The Delphi Council has a chance to slip a team into the Cyberpapacy under the guise of special investigators for the Inquisition, but what happens when the Cyberpope requests that team to look into rumors of demons and betrayal? Someone inside the Church has sinister plans. Follow the clues through dark monasteries, mean urban sprawls, and even into the GodNet to discover a secret more dangerous than the Church itself! Scheduled to ship in November 2020.

ULI US82043.....\$34.99

### TORG ETERNITY RPG: HEROES OF THE POSSIBILITY WARS VOLUME #1

*Heroes of the Possibility Wars* presents a wondrous variety of characters and archetypes for *Torg Eternity* adventures and campaigns. The wars grind on across the Cosms and continents, fought by the willing and unwilling, zealots and idealists alike. Meet them, learn their stories, and feed them as grist into the grindstone of your adventures! Each character has full stats and an extensive background describing their many tales so far across the Alternate Earth. Each has three builds (Alpha, Beta, and Gamma Clearance), giving you the flexibility to slip them into your tales as you need them. Each one is a potential ally or wily foe, ready for deployment into the Possibility Wars. Scheduled to ship in November 2020.

ULI US82058.....\$24.99

## ULTRA PRO INTERNATIONAL



### CUBIRDS

*CuBirds* is a fantastic new trick-taking game for 2-5 players that plays in 20 minutes! Players begin each round of *CuBirds* with bird cards in hand and a mixed flock of birds in the center of the table from which to choose from. Draw cards, build your flock, and play the series of identical birds (your flock) from your hand forming your scoring area. Your goal is to be the first player to gather 1 of each different species or two species with at least three identical birds in each. Scheduled to ship in October 2020.

UPI 63000.....PI



### DERANGED

*Deranged* is a semi-cooperative adventure game in the vein of a dark fantasy. The Heroes end up in a small town driven by evil forces, and in order to survive several horrible nights and leave the town at the break of dawn, they will have to fight unimaginable monsters, each other, and their own inner demons. Scheduled to ship in November 2020.

UPI 18860.....PI

### DUNGEONS & DRAGONS RPG: ICEWIND DALE - HEAVY METAL DICE SETS

Scheduled to ship in November 2020.



### D20 WHITE AND BLUE (2)

UPI 18354.....PI

### POLY WHITE AND BLUE (7)

UPI 18355.....PI



### MAGIC THE GATHERING CCG: KALDHEIM

Scheduled to ship in January 2021.

#### 100CT SLEEVE FEATURING ALT SET SYMBOLS

UPI 18543.....PI

#### 100CT SLEEVE FEATURING PLANESWALKER ART 1

UPI 18544.....PI

#### 100CT SLEEVE FEATURING PLANESWALKER ART 2

UPI 18545.....PI

#### 100CT SLEEVE FEATURING PLANESWALKER ART 3

UPI 18546.....PI

#### 100CT SLEEVE FEATURING PLANESWALKER ART 4

UPI 18547.....PI

#### 100CT SLEEVE FEATURING STYLIZED PLANESWALKER SYMBOL

UPI 18542.....PI

#### 6' TABLE PLAYMAT

UPI 18533.....PI

#### 8' TABLE PLAYMAT

UPI 18534.....PI

#### ALCOVE FLIP BOX FEATURING STYLIZED PLANESWALKER SYMBOL

UPI 18552.....PI

#### LIFE PAD FEATURING ALT SET SYMBOLS

UPI 18541.....PI

#### LIFE PAD FEATURING STYLIZED PLANESWALKER SYMBOL

UPI 18540.....PI

#### PLAYMAT FEATURING ALT ART MYTHIC 1

UPI 18527.....PI

#### PLAYMAT FEATURING ALT ART MYTHIC 2

UPI 18528.....PI

#### PLAYMAT FEATURING ALT ART MYTHIC 3

UPI 18529.....PI

#### PLAYMAT FEATURING ALT ART MYTHIC 4

UPI 18530.....PI

PLAYMAT FEATURING ALT ART MYTHIC 5

UPI 18531.....PI



# MAGIC

## THE GATHERING

PLAYMAT FEATURING ALT ART MYTHIC 6 UPI 18532.....	PI	PRO 100+ DECK BOX FEATURING PLANESWALKER ART 3 UPI 18550.....	PI
PLAYMAT FEATURING COMMANDER ART 1 UPI 18553.....	PI	PRO 100+ DECK BOX FEATURING PLANESWALKER ART 4 UPI 18551.....	PI
PLAYMAT FEATURING COMMANDER ART 2 UPI 18554.....	PI	PRO BINDER FEATURING BOOSTER BOX ART UPI 18535.....	PI
PRO 100+ DECK BOX AND 100CT SLEEVES FEATURING COMMANDER ART 1 UPI 18555.....	PI	STITCHED PLAYMAT FEATURING STYLIZED PLANESWALKER SYMBOL UPI 18526.....	PI
PRO 100+ DECK BOX AND 100CT SLEEVES FEATURING COMMANDER ART 2 UPI 18556.....	PI	WALL SCROLL FEATURING ALT SET SYMBOLS UPI 18539.....	PI
PRO 100+ DECK BOX FEATURING PLANESWALKER ART 1 UPI 18548.....	PI	WALL SCROLL FEATURING RARE CYCLE ART 1 UPI 18536.....	PI
PRO 100+ DECK BOX FEATURING PLANESWALKER ART 2 UPI 18549.....	PI	WALL SCROLL FEATURING RARE CYCLE ART 2 UPI 18537.....	PI
		WALL SCROLL FEATURING RARE CYCLE ART 3 UPI 18538.....	PI

### POKÉMON TCG

Scheduled to ship in November 2020.



**BULBASUR 2' ALBUM**  
UPI 15541.....



**BULBASUR DECK PROTECTOR SLEEVES 65CT**  
UPI 15536.....



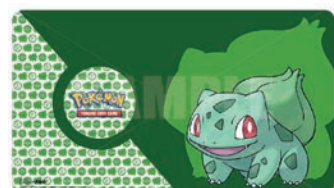
**BULBASUR PORTFOLIOS 4-POCKET**  
UPI 15539.....



**BULBASUR FULL VIEW DECK BOX**  
UPI 15537.....



**BULBASUR 9-POCKET PRO BINDER**  
UPI 15542.....



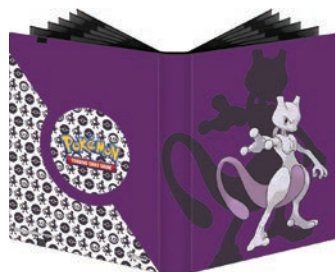
**BULBASUR PLAYMAT**  
UPI 15538.....



**MEWTWO 2' ALBUM**  
UPI 15399.....



**MEWTWO PORTFOLIOS 4-POCKET**  
UPI 15397.....



**MEWTWO 9-POCKET PRO BINDER**  
UPI 15400.....



**MEWTWO DECK PROTECTOR SLEEVES 65CT**  
UPI 15394.....



**MEWTWO FULL VIEW DECK BOX**  
UPI 15395.....



**MEWTWO PLAYMAT**  
UPI 15396.....



### SPOILER ALERT MINI

Can you get your teammate to guess the title without spoiling the story? In *Spoiler Alert*, each card has a title and a list of Spoiler Words. Each Spoiler Word has a point value, which will be deducted from your score, so be careful what you say! You'll have to be creative to get your teammates to guess as many titles as you can before time runs out! Scheduled to ship in October 2020.  
UPI 66503.....

### UPPER DECK ENTERTAINMENT



### LEGENDARY DBG: MARVEL - REALM OF KINGS EXPANSION

*Realm of Kings* includes an infusion of high-powered Inhumans and comic characters to the vast pool of amazing content for *Legendary*. In the *Realm of Kings* a throne is never safe. Even for the mighty Black Bolt, King of the Inhumans, the challengers from both within and without are many and without mercy. In this 24th expansion to *Legendary*, command the unearthly powers of the Inhuman Royal Family as you fend off mutinous family members and cosmic conquerors like the Shi'ar Empire. Defend the throne in *Legendary*, the king of deck building card games. Scheduled to ship in October 2020.  
UDC 94684.....



## USAOPOLY



### MUNCHKIN: CRITICAL ROLE

A powerhouse role-playing franchise meets its match in the treasure-seeking hit role-playing card game, bringing the hugely successful Mighty Nein campaign to tabletop in the first officially licensed Critical Role card game. Scheduled to ship in January 2021.  
USO MU139516 ..... PI

## WAR IN CHRISTMAS VILLAGE

### WAR IN CHRISTMAS VILLAGE

Scheduled to ship in November 2020.



### THE GINGERBREAD GANG

WIC V06.....\$29.99



### MISTLETOE MISFITS

WIC V04.....\$29.99



### SHE AIN'T HAVIN' IT

WIC V03.....\$29.99



### SNOW GOONZ

WIC V07.....\$29.99

## WARLORD GAMES

### BLACK POWDER



### BRITISH STARTER ARMY

WLG WGR-ARMY1 ..... PI



### CONTINENTAL ARMY STARTER ARMY

WLG WGR-ARMY2 ..... PI



### GLORY, HALLELUJAH! SUPPLEMENT

WLG WG-BP009 ..... PI



### CHURCH

WLG 802010006 ..... PI



### COASTAL DEFENCE BUNKER

WLG 842010002 ..... PI

www.CalliopeGames.com

*Creating holiday memories  
one game at a time.*

*Perfect  
stocking stuffers!*

Game play: 20-50 minutes | Ages 8+ | 2-4/8 players



## GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GTM

NOV 2020

73





## GHAR COMMAND CRAWLER

## WARLORD LASER POINTER AND LASER LINE

## FARMYARD ANIMALS

## GHAR OUTCAST SQUAD

## STRIKE ON KAR'A NINE STARTER SET

## BENT NOSE PLIERS

## FARTOK, GHAR OUTCAST REBELS COMMANDER

## GHAR ASSAULT SQUAD

## GHAR BATTLE SQUAD

## WARLORD KNIFE BLADES

## WARLORD PIN VICE AND DRILL BITS

## WARLORD SIDE CUTTER

## WIZARDS OF THE COAST

## SPOTLIGHT ON



## DUNGEON MASTER'S SCREEN WILDERNESS KIT

This kit equips the Dungeon Master with a screen and other tools that are perfect for running *D&D* adventures in the wilderness.

WOC C91850000.....	\$24.95
--------------------	---------





## FEATURED ITEM



### DUNGEONS & DRAGONS RPG: TASHA'S CAULDRON OF EVERYTHING

The wizard Tasha, whose great works include the spell Tasha's hideous laughter, has gathered bits and bobs of precious lore during her illustrious career as an adventurer. Her enemies wouldn't want these treasured secrets scattered across the multiverse, so in defiance, she has collected and codified these tidbits for the enrichment of all.

ALTERNATE COVER (LE) WOC C78940000 ..... \$49.95  
REGULAR COVER WOC C78780000 ..... \$49.95

## SPOTLIGHT ON



### MAGIC THE GATHERING CCG: COMMANDER LEGENDS COLLECTOR

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (12) WOC C78600000 ..... PI  
DECK DISPLAY (6) WOC C79430000 ..... PI  
DRAFT BOOSTER DISPLAY (24) WOC C63230000 ..... PI

WIZKIDS/NECA



## FEATURED ITEM



### DUNGEONS & DRAGONS FANTASY MINIATURES: ADULT BLACK DRAGON PREMIUM FIGURE

Over 240 mm tall from talon to tip of its extended wing, the Adult Black Dragon is an excellent addition to your miniatures collection or display shelf. Sculpted with highly detailed features and using premium paints, this black dragon is a great foe for any adventure! Scheduled to ship in December 2020. WZK 96021 ..... \$69.99



## FEATURED ITEM



### DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS SET 17 ICEWIND DALE: RIME OF THE FROSTMAIDEN ARVEIATURACE PREMIUM SET

White dragons tend to be the smallest of the chromatic dragons, but Arveiatrace is enormous - crouched over and standing at 7.5 inches tall, this figure measures 16.5 inches from nose to tail with a wingspan of 17 inches. Whether intimidating your party of adventurers or standing guard on your shelf as a display piece, the ancient white dragon is hand painted, showing the detail of the sculpt and accentuating every jagged scale. Scheduled to ship in January 2021. WZK 96022 ..... \$99.99

## SPOTLIGHT ON



### DUNGEONS & DRAGONS ICONS OF THE REALMS: EYE AND HAND OF VECNA

Seldom is the name of Vecna spoken except in a hushed voice. Vecna was, in his time, one of the mightiest of all wizards. The bloodshot, golden-green eye measures 1.5 and perches between the fingers of its companion hand. Conversely, the shriveled mummified hand measures about 7.5 in length, and nests for all to see upon a red swath of satin in a bell jar display case. The wooden display base measures 7 while the glass cover stands about 10.5 in height. Contents: Eye of Vecna Hand of Vecna Wood Display Platform Support Piece Display Satin Cloth Glass Dome Scheduled to ship in January 2021. WZK 96025 ..... \$129.99

© 2020 Wizards of the Coast

## SPOTLIGHT ON



### DUNGEONS & DRAGONS OWLBEAR TROPHY PLAQUE

An encounter with an Owlbear is a battle to remember - now you can have the trophy plaque to prove who came outvictorious! The Owlbear Trophy Figure is created from foamrubber and latex that's hand painted to show off every feather and fearsome detail. Mounted on a plaque, the Owlbear is the perfect addition to your wall of glory. The trophy plaque comes with everything you need to mount the plaque to your wall. Scheduled to ship in January 2021. WZK 68501 ..... \$350.00



GTM

NOV 2020

75



# SPOTLIGHT ON



## PATHFINDER FOAM REPLICA: LIFE SIZED GOBLIN

This life-size replica stands a full three feet tall, ready to wreak havoc on anyone who enters his domain. His armor is adorned with the skulls of his foes - sculpted fully in sturdy, but light weight foam and latex that's carefully hand-painted for realistic detail. Scheduled to ship in November 2020.

WZK 68500 .....\$365.00

## WYRD MINIATURES

### MALIFAUX

#### EXPLORERS SOCIETY FACTION BOOK

In search of greatness in the vast unknown, the Explorer's Society has masqueraded under the guise of curious adventurers for the better part of a decade. Recently, the keys to the Society have been passed on to someone far more interested - and conniving - than its founder, and with new leadership comes new ambitions. Their rapid expansion has drawn attention from every corner of Malifaux. Each new discovery is a victory for the Society, and to the victor go the spoils.

WYR 23028 .....\$25.00



#### EXPLORERS SOCIETY FACTION FATE DECK

WYR 23027 .....\$13.00



#### EXPLORERS SOCIETY ON THE HUNT

WYR 23802 .....\$45.00



#### EXPLORERS SOCIETY LORD COOPER CORE BOX

WYR 23801 .....\$55.00



#### GUILD KEEPING THE PEACE

WYR 23117 .....\$45.00



#### GUILD RANK AND FIRE

WYR 23112 .....\$45.00



#### NEVERBORN BLOOD BROOD

WYR 23415 .....\$35.00



#### NEVERBORN NEKIMA CORE BOX

WYR 23413 .....\$60.00



#### NEVERBORN RAZORSPINE RATTLER

WYR 23429 .....\$35.00



#### MALIFAUX: NEVERBORN ZORAIDA CORE BOX

WYR 23419 .....\$35.00

## OUTCASTS CUTTING-EDGE TECHNOLOGY

WYR 23506 .....\$35.00



## OUTCASTS SERVANTS OF THE VOID

WYR 23513 .....\$40.00



## RESURRECTIONISTS MCMOURNING CORE BOX

WYR 23202 .....\$55.00



## TEN THUNDERS YAN LO CORE BOX

WYR 23710 .....\$55.00



## THROUGH THE BREACH RPG: PENNY DREADFUL - DAYS WITHOUT ACCIDENT

WYR 30210 .....\$25.00



DO YOU NEED MORE BOARD GAME CONTENT?



# JOIN THE FUN AT GAME TRADE MEDIA



@GAMETRADEMEDIA



LIVE







# GLOOMHAVEN

## FALLEN LION



CHILDRES | SOWLES | MCINTIRE | NASSER







AND THERE THEY SIT, THE VAUNTED JAWS OF THE LION, GLOOMHAVEN'S HEROES.

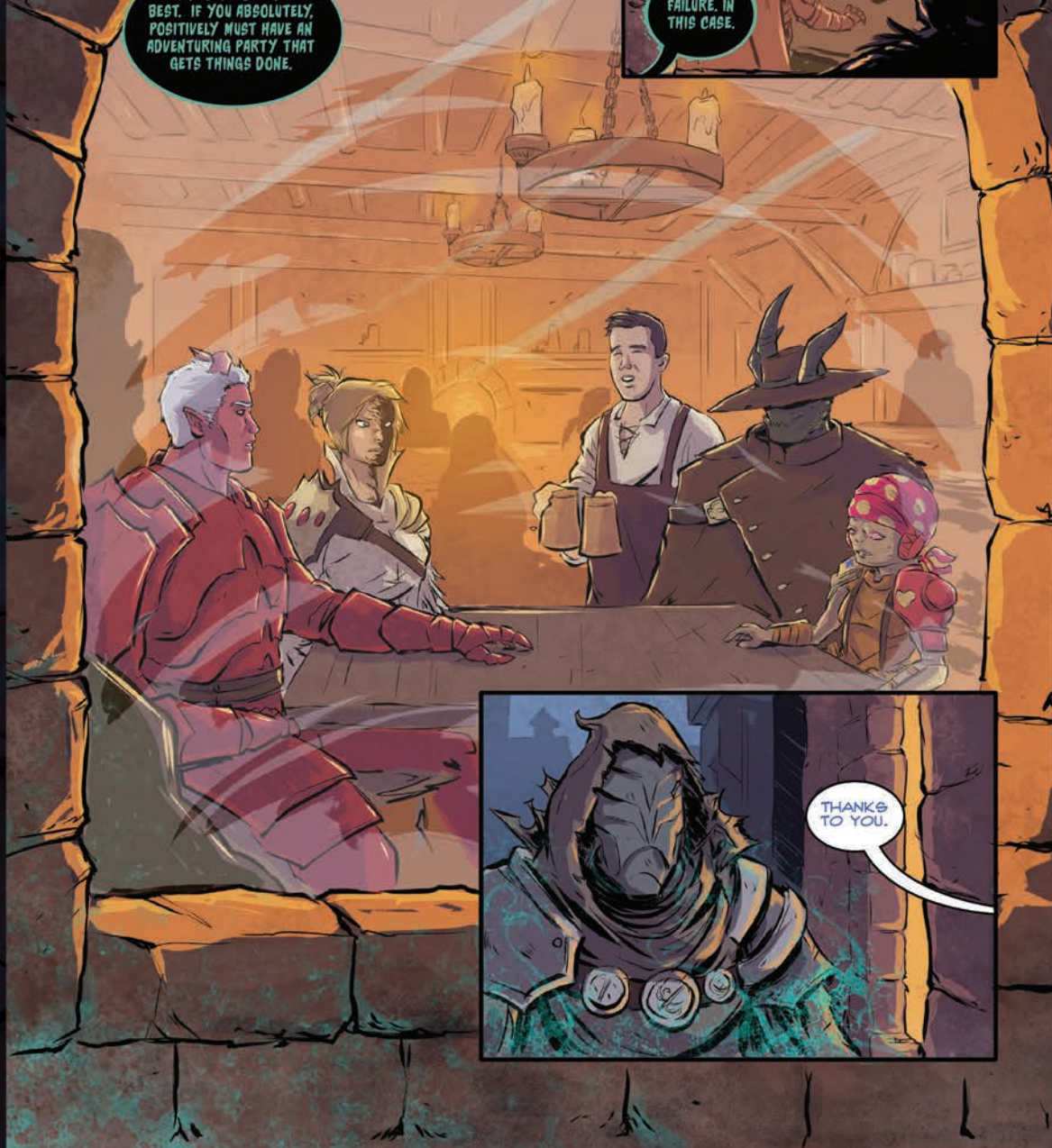
THE BEST OF THE BEST. IF YOU ABSOLUTELY, POSITIVELY MUST HAVE AN ADVENTURING PARTY THAT GETS THINGS DONE.

YEAH YEAH YEAH. SPARE ME. I WAS THERE FOR ALL THAT, REMEMBER? THEY'RE PROBABLY ORDERING ALL THE DRINKS THE TAVERN NAMED AFTER THEM.

SUCCESS OR FAILURE. WE HIT THE LION.



FAILURE. IN THIS CASE.



THANKS TO YOU.















# SPYFEST™



MSRP \$25  
Release Date Q4, 2020



4-10



12+



30m

For more information, visit  
[WWW.CRYPTOZOIC.COM](http://WWW.CRYPTOZOIC.COM)

**Welcome to Spyfest, the largest super-spy convention in the world!** You are here to get a precious piece of secret information, but there's a problem: Everyone is wearing a costume, and you don't know who your source is. Find your Spy by listening and talking to attendees, but you have to remember that rival agents are there, trying to intercept the information by identifying your Spy before you do!

Spyfest is an exhilarating detective party game in which players split into 2 teams and take turns being the Spy. The goal of the Spy is to have their own team guess who they're dressed as - a memorable historical or fictional character - before the opposing team. In order to do this, the Spy and their team will use a special Keyword as well as their quick-wittedness, imagination, subtlety, and impressive talent for mingling.

In **Spyfest**, the most creative and ingenious team wins, so stay on your toes!

- Standalone spin-off of international smash hit *Spyfall* series
- 70+ highly detailed and hilarious illustrations
- 2 teams, up to 10 players
- Identity Fictional and Non-Fictional Characters



© 2020 Cryptozoic Entertainment.  
Cryptozoic logo and name is a TM of Cryptozoic Entertainment.  
All Rights Reserved.  
© and TM 2020 Hobby World LLC.





## DC DECK-BUILDING GAME GOES METAL AND EPIC SPELL WARS TAKES ON HIGH SCHOOL

As we approach the end of a very strange 2020, at Cryptozoic we remain excited about our two biggest recent releases: *DC Deck-Building Game: Dark Nights: Metal* and *Epic Spell Wars of the Battle Wizards: Hijinx at Hell High*. These games are a good idea any time of year, but we know lots of gamers will be checking them out during the holidays (they both make great gifts!). Whether you're new to these two series or long-time fans, we'd like to give you a lowdown on what makes these entries special and how you can collect all the other games and expansions to complete your collection.

### IT'S TOTALLY METAL!

When developing new games and expansions in the *DC Deck-Building Game* series, we usually look first at DC's comic book storylines to see which ones are popular with fans, tell awesome stories, and have amazing art. With the *Dark Nights: Metal* comic book series, it was clear that we had everything we needed. The Batman Who Laughs in particular provided us with a memorable character that fans were dying to see more of, so putting him on the box was a no-brainer.

In *DC Deck-Building Game: Dark Nights: Metal*, we made The Batman Who Laughs a key part of gameplay. Instead of a regular Super-Villain card, the character is represented by an ever-present tile with special rules that players must contend with. He Captures the normal Batman to start each game, meaning you have to rescue him. Moreover, if there's ever no one Captured at any point, The Batman Who Laughs Captures the top card of the Character stack. And if you ever have two Weakness cards, one of your Characters is Captured by him. He's a real menace!

Since the game is all about being *Metal*, the box and cards with the subtype "Metal" have a shiny foil treatment.



Are you a newcomer to the *DC Deck-Building Game* series? If so, *Dark Nights: Metal* is a good jumping-in point. But the great thing about the series is that there are a bunch of games and expansions that

are all compatible with each other. You need at least one base game to play: the original *DC Deck-Building Game*, *Heroes Unite*, *Forever Evil*, *Teen Titans*, *Rivals — Batman vs. The Joker*, *Rivals — Green Lantern vs. Sinestro*, *Confrontations*, *Rebirth*, or *Dark Nights: Metal*. These base games are all standalone but can be combined for a bigger experience. Moreover, there are four *Crisis Expansion Packs* that add cooperative play, new cards, and various gameplay innovations to any base game. Finally, we have eight *Crossover Packs* that also add some new cards and gameplay to any base game to freshen things up. If you're a big fan of the series, you can even store all your cards in the *DC Deck-Building Game Multiverse Box*, which also includes a *Crossover Pack* that lets you utilize your whole collection!

### GO TO HELL FOR THE HOLIDAYS!

What makes the *Epic Spell Wars* series special is the mixture of intense spellcrafting, over-the-top humor, and ultra-violent art. *Epic*



*Spell Wars of the Battle Wizards: Hijinx at Hell High*, the fifth entry in the main series, is no different. When our team searched for the most horrible, evil place in all of creation to set the game, the answer quickly became obvious: high school! Everything in the game is inspired directly by school experiences. In the game, you move up and down the Social Status Board, which ranges from the Ultimate Loser to Class President, and utilize the new keyword "Bully" as you try to annihilate your fellow Wizards.



If this is your first time playing an *Epic Spell Wars* game, you're in for a bloody treat. There are four other games in the spellcrafting card game series: *Duel at Mt. Skullzfyre*, *Rumble at Castle Tentakill*, *Melee at Murdershroom Marsh*, and *Panic at Pleasure Palace*. Each entry has a unique (and often, *mature*) theme and is standalone, but the different games can be combined for a truly EPIC good time.

If you're in the mood for a deck-builder, you can also check out *Epic Spell Wars of the Battle Wizards: ANNIHILAGEDDON Deck-Building Game*. Utilizing the Brawl version of our Cerberus Engine, the game lets players become Wizards and try to buy magical Spell, Wizard, Treasure, and Creature cards—among other card types—in order to defeat their opponents and become the Annihilageddon Tournament Champion. It's a fun, different way to play *Epic Spell Wars*. We have plans for some crazy expansions to the ANNIHILAGEDDON series in 2021, so now's a good time to get into it.

### MORE DC DECK-BUILDING GAME AND EPIC SPELL WARS IN 2021!

A big thanks to everyone out there who continues to support the *DC Deck-Building Game* and *Epic Spell Wars* series. We are incredibly proud of these latest installments. We have big plans for both series in 2021, as we continue to innovate and create products that we are passionate about and fans will love.

...

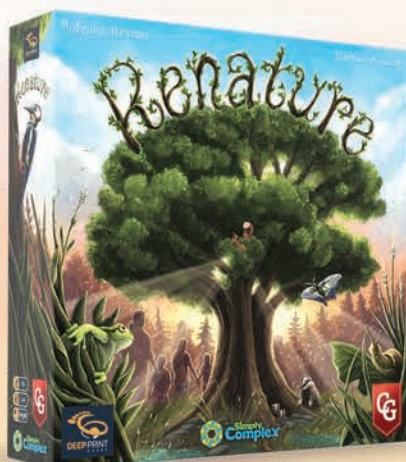
Shahriar Fouladi is the Director of Communications at Cryptozoic Entertainment and has acted as the editor of all game releases over the past six years. His obsessive attention to detail sometimes drives him (and others) to near madness.





# Help restore the polluted valley!

From the legendary  
design duo:  
**Wolfgang Kramer  
&  
Michael Kiesling**



Renature is made from all  
renewable resources.

**ZERO PLASTIC** inside  
the game box!

**8+**

**2-4  
players**

**45-60  
minutes**



MSRP: \$49.95  
SKU: SC2150

[www.capstone-games.com](http://www.capstone-games.com)





# UNDER FALLING SKIES



## UNDER FALLING SKIES

CGE 00058 ..... \$29.95 | Available Now!

*Under Falling Skies* from Czech Games Edition, designed by Tomáš "Uhlík" Uhlir, features a multi-mission campaign that can be played solo or cooperatively as a team, with players discussing their strategy each turn. In your underground bunker, you are Earth's last hope — you must research a weapon capable of destroying the alien mothership before it completes its descent and destruction of your city.

### HOW IT WORKS

Your actions are powered by an innovative dice placement mechanic. When you choose an action, you are also choosing which enemy ships will descend. Each turn you will roll all 5 of the dice, and then place them one at a time into rooms within your bunker. Bigger numbers will give you better effects, but they also cause enemy ships to descend faster.

You can only place one die in each column in your bunker, and each time you place a die, all enemy ships in the die's column will descend toward your base a number of spaces equal to the number shown on the die. If an enemy ship reaches your base, your base will take 1 damage.

The different rooms in your bunker have different effects based on their type:

- Grey rooms move enemy ships in the column one space less than what is on the die
- Yellow rooms generate energy that is spent for you to perform actions
- Orange rooms shoot down all enemy ships that have a number less than or equal to your die's value
- Green rooms advance you on the research track
- Blue rooms construct a robot

It is up to you (and any other players you are collaborating with) to determine where to place the dice and devise a strategy to research the weapon needed to destroy the mothership before your imminent destruction. All is not lost though; you do have a few additional tools at your disposal. Two of the five dice you roll are white and have a special function. When placed, you reroll all of the remaining dice that have not yet been placed. With clever timing, a properly placed white die can make all the difference!

Another tool you have available is your excavator. When you begin the game, not all of the rooms of your bunker are available for you to place dice into (yet). You can expand your underground base to gain access to more powerful actions with your excavator. For a single energy, you can place a die on a not-yet-accessible room to move the excavator a number of rooms up to the die's value.

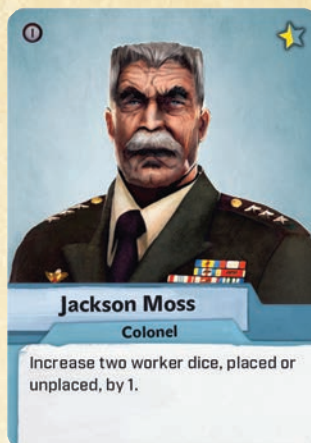
At the end of each round, the mothership draws closer, ratcheting up the tension. Leading to the complete obliteration of your city if you cannot research a way to destroy it in time. But who knows, you might even find more things that will assist you in your mission...



### THE CAMPAIGN

In *Under Falling Skies*, you will find that content is gradually revealed in chapters that bring something new to the game each time you play. You will quickly realize that the invasion of Earth is definitely not limited to your city, and humanity has retreated into underground bunkers across the globe. As you progress, you will uncover new cities being bombarded by alien ships that you must figure out how to save. Each city plays differently, with its own unique strengths and weaknesses. You will also find new tiles with difficulties to overcome, as well

as missions with new challenges for you to face. However, do not despair, you will not be alone! You will meet an array of upgradable characters that will assist you in your mission to save the world (and maybe some other surprises?!)



As you have the pleasure of revealing hidden content, game after game, each chapter is separated by a comic page that progresses the storyline while describing new mechanics on its opposite side.

But perhaps most importantly, all of the content within the campaign of *Under Falling Skies* can be enjoyed more than once. The scenarios can be played in standalone games after the content is unlocked, so nothing gets destroyed.

*Under Falling Skies* is available now at your friendly local game store with an MSRP of \$29.95.

Can you complete your mission before your base is destroyed?







[www.renegadegames.com](http://www.renegadegames.com)

- Create memories with your Tea Dragon!
- Based on the delightful Oni Press Graphic novel by Katie O'Neill!
- Compatible with the original Tea Dragon Society Card Game for up to 5 players!

**Explore Fantasy and Friendship with your Tea Dragon!**

**Available Now!**

**MSRP \$25**

**Ages: 10+**

**2-4 Players**

**30-60 min**

**RGS01158**





### GUIDE IMMORTAL HEROES TO FACE THE DARKNESS OF THE UNDERREIGN

#### SWORD & SORCERY: ANCIENT CHRONICLES CORE SET

AGS GRPR201..... \$89.90 | Available December 2020!

Darkness is always a source of great fear... or courage! And in *Sword & Sorcery: Ancient Chronicles*, darkness is everywhere, as players explore the starless, stone-ceiling realm of the Underreign, made of dangerous ruins, ominous caves, and exotic cities. They fight together as one against the forces of evil — controlled by the game system itself — to save the kingdom and break the spell that binds their immortal souls. One to five heroes will have the chance to challenge their fears and show their valor in an epic, completely cooperative, fantasy adventure.

In *Sword & Sorcery*, players assume the control of heroes with unique powers — legendary characters, born again as heralds of the Gods, they have to defeat evil demons and fake deities. These heroes, initially weakened by the resurrection, will grow stronger over the ten missions that constitute a single narrative arc, made of crossroads and moral choices that shape the ending of the story.

The entire *Sword & Sorcery* world spins around the choices made by the main characters. These are represented by the three existing alignments (Lawful/Neutral/Chaotic): The alignments are the result of the choices made by the heroes during their past life, but they also contribute to shape the outcome of their new adventures. *Sword & Sorcery* offers a unique gaming experience, creating a level of immersion similar to a roleplaying game, while maintaining a simple and intuitive management structure.

Using the printed map on the final page of the Storybook, an innovative system for exploration allows the players to journey into darkest depths of the Underreign, uncovering unknown places, and venturing into the four big cities of the region.

In *Sword & Sorcery*, every fight is a challenge and requires class-based teamwork, because every hero is essential to achieve victory on the battlefield. The sophisticated fighting system sets *Sword & Sorcery* apart from every other fantasy board game. Attack and defense are managed using two 10-sided custom dice, with intuitive icons triggering the special abilities of items and characters. Heroes' spells and powers are characterized by an efficient "cool-down" system (using a card rotating on its four sides): the players will often have different power levels to choose from when using their skills, but the more powerful the chosen power, the longer the waiting time before they can use the card again.



Enemies — controlled by the game, with no need for a player assuming the "Game Master" role — are characterized into four ranks by colors: Troop, Veteran, Elite, and Master. Each enemy, activated randomly using the Encounter deck, will act following a detailed A.I. present on its Enemy Scroll card. Every enemy will be able to evaluate the battlefield situation and choose its preferred target, according to distance, physical condition or threat level of heroes, and act consequently. Just like heroes, enemies can collect additional powers if they prevail in combat!

Enemies — controlled by the game, with no need for a player assuming the "Game Master" role — are characterized into four ranks by colors: Troop, Veteran, Elite, and Master. Each enemy, activated randomly using the Encounter deck, will act following a detailed A.I. present on its Enemy Scroll card. Every enemy will be able to evaluate the battlefield situation and choose its preferred target, according to distance, physical condition or threat level of heroes, and act consequently. Just like heroes, enemies can collect additional powers if they prevail in combat!

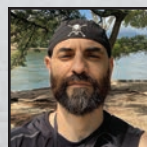
*Sword & Sorcery: Ancient Chronicles* is the prelude to *Sword & Sorcery: Immortal Souls*, set 100 years before the previous saga and in distant lands from the Talon Coast, the setting of the previous campaign. This new saga has been designed for new players, and is playable as a stand-alone game, but at the same time will allow loyal players of the first game to live new adventures in a beloved setting and using well-known mechanics.

Every campaign and expansion set of Ancient Chronicles and Immortal Souls are compatible with the others, allowing the players to cross-over Heroes and Enemies between campaigns, to increase and customize their gaming options.

Get ready to live the most intense and glorious fantasy experience ever experienced in the lands of *Sword & Sorcery*!

...

Simone Romano is born in 1979 and grew up with an extraordinary passion for Fantasy books and games, videogames and boardgames. An IT professional for 20 years, his game design career began in 2011 when he co-founded the Gremlin Project with Nunzio Surace. Together they created the Sci-Fi board game *Galaxy Defenders*, and immediately afterward, the highly successful *Sword & Sorcery* fantasy saga, both published by Ares Games.







MSRP: \$19.99

SKU: AWG AW06HN

HELLO  
NEIGHBOR

Arcane  
Wonders

tiny  
Build

# THE **SECRET** NEIGHBOR PARTY GAME





# Calliope Games™

## HOLIDAY GIFT-GIVING GUIDE

Replayable, laugh inducing, and affordable games. If you're anything like me, those three qualities make your heart beat a little faster and your smile a little bigger. Maybe it's the *Game Trade Magazine* you're holding or your casual use of "FLGS", but you seem interested in quality board games. In a world where social distancing and virtual meetings have become our new normal, the value of face-to-face time with our families is gaining well-deserved and valuable recognition. Regardless of the type of gamer you are, finding games everyone can and wants to play, is a pretty universal struggle. As a self-declared "trying-to-be-a-gamer" surrounded by gamers, I can really relate to feeling overwhelmed or drained by rule books and time-consuming games. Calliope Games, a small family business, focuses on creating games to meet this exact need – to make games not limited by experience or age, but games that are replayable, laugh-inducing, and affordable.

they're received well, my unwavering confidence in this game has always stood out to me. *ShipeShape* is the game I genuinely pull out for anyone. I've played more times than I can count, and I've never had a game end with someone doing anything other than smiling. It's the smugglers life for me!



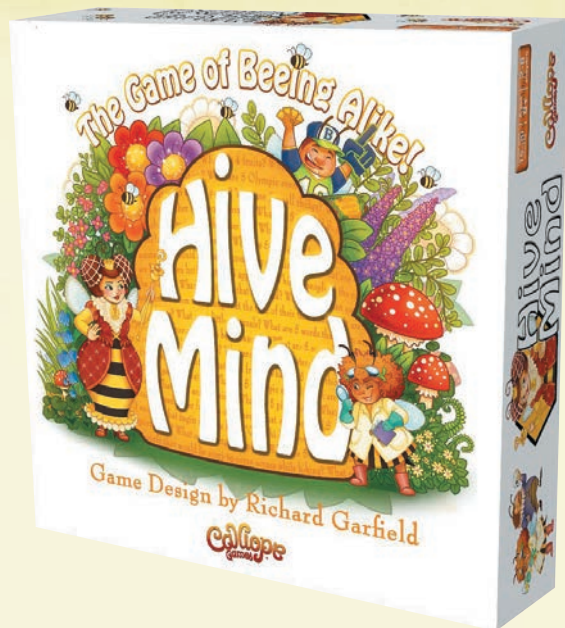
In *ShipShape* (CLP 136) by Rob Daviau, your quarantine adventures bound beyond a walk to your kitchen, to an exhilarating journey for treasure-hunting. Players take on the role as Captains of their own ship, bidding on stacks of 3D crate tiles filled with loot and supplies. A series of three voyage rounds challenge Captains to fill their 4x4 ship, by rotating and flipping crate tiles to exchange their treasures, canons, and contraband for tokens. The player who collects the most tokens wins. Bidding on crate tiles really elevates the suspense as you don't always know what you're bidding on depending on the stack of tiles or your position at the table. Since players can't leave their spot at their table but can stand to try and see different layers, it's hard not to laugh. *ShipShape* plays 2-6 players in 20-30 minutes. As someone who tends to get nervous sharing games and hoping



*Tsuru* (CLP 020) by Tom McMurchie ascends to the elegant life of ancient dragons and phoenixes. It's a simple but strategic game, and Calliope's flagship title, where players strive to be the last dragon standing. Each player moves as a dragon pawn, guided by a revolving hand of unique path tiles. Players position their path tiles to lead their respective dragon around the board, aiming to avoid colliding with other dragons. *Tsuru's* average game play is 15-20 minutes, which is part of why I love it so much. The minimal rules, quick game play, and overall low commitment can make it a great game to kick off your evening or call it a night. As the first of three in the *Tsuru* series, each playing 2-8 players, new themes and rules appear in *Tsuru of the Seas* and *Tsuru Phoenix Rising*. Trying new games can be overwhelming, but the *Tsuru* series feels manageable. It's easy to recognize the similarities, but the distinctly different rules make each version feel worthy of independent play.







*Hive Mind* (CLP 116) by Richard Garfield accommodates up to 12 players, connecting large groups who are physically together, or separated around the world. In a game with lots of questions and no wrong answers, *Hive Mind* leaves nobody out. In an effort to keep her hive in order, The Queen Bee asks questions influenced by life experiences, testing to see which of her bees remain in sync. The flexibility in questions along with no wrong answers relieves any anxiety-inducing pressure to be “right” because you all are! Players earn one point for each of their answers, with additional points for every answer that matches another player. Each round, the player with the lowest amount of points descends a layer of the hive. The first player(s) out of the hive end the game. *Hive Mind* is the ultimate party game, an unpredictable “trivia” game for people who would really like to cancel trivia night. With the ability to host 2-12 people, *Hive Mind* can amuse players for 30-90 minutes.

By combining the familiarity of Sudoku and crosswords, *Wordoku* (CLP 117) by Boyan Radakovic can be a great game for people who are familiar with some classic games but want to dive a little deeper. Players race against each other and the clock, to complete 4x4 grids of words with wooden letter tiles. Each letter tile is matched with one of four symbols. Rows or columns with one of each symbol doubles a word’s points! Each round, players can earn awards for having the highest points and/or improving their scores. The player with the most awards after three rounds wins. Being able to earn awards not just for having the highest points, but for improving your score, keeps the odds of who will win consistently up in the air. I love this because although you’re competing with other players, competing against your own score can get you just as far. The opportunity for wilds, tile swaps, and expert 5x5 level grids, brings *Wordoku* to a level far beyond being “just another word game”. *Wordoku* can entertain 1-6 players in 20-30 minutes.



In the world of Calliope Games, grand adventures, creatures, and community are essential. Games should reach tables with all ages and experiences, so your niece, Grandpa, and fourth cousin twice removed don’t need to be convinced to play — they’re just as excited as you are! Combining straight-forward rules and engaging themes, the Calliope line focuses on creating opportunities that don’t required experienced gamers to step down but provide the opportunity for younger gamers to rise up. *ShipeShape*, *Tsuro*, *Hive Mind*, and *Wordoku*, like all Calliope games, were intentionally designed to bring together people of all backgrounds, under the belief that the relationships we build are most important. The craziness of COVID-19 has left a lot of us feeling separated from these experiences. Although it feels like life has grinded to a halt, our lifetime of memories shouldn’t and doesn’t stop now.

Ashley Wehrs is a student at the Savannah College of Art and Design studying Dramatic Writing. She loves the *Mamma Mia!* soundtrack and being told she looks like Carrie Fisher.





# SEEDERS FROM SEREIS EXODUS

WIZKIDS

## SEEDERS FROM SEREIS: EXODUS

WZK 87504 ..... \$74.99 | Available January 2021!

In this innovative and immersive sci-fi tableau building game, players compete for crew members and blueprints to build the most efficient Daughter Ark — a ship capable of carrying their entire civilization away from their dying planets.

Only one can be put into production, so the competition is fierce to create the chosen design and claim the power and prosperity that comes with it. You'll be building new rooms to fill with crew. But first, you must negotiate over who gets which rooms and crew to begin with.

The game takes place over four rounds, each with the same set of phases. After resetting your cards in the Preparation phase, and drawing a starting hand in the Foundation phase, you are ready for the Negotiation phase, where things start to get tricky.

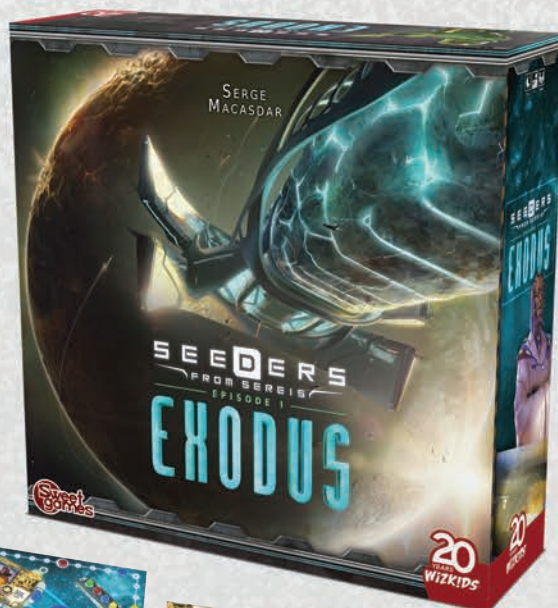
The Wing of Whispers negotiation board is in the center of the table and works as a kind of open market for the valuable Ark cards, from which you will build and power your design.

The 12 card slots are filled randomly from the deck, with each card representing a building Unit, or a Crew member. Units and Crew all have their own abilities, and abilities that tie into the caste they belong to — one of six distinct groups that make up the Seeders' Society.

Each player gets a set of six Negotiators — plastic discs that each represent one of the six castes. Players take turns placing their Negotiators in spaces between the card slots, where they decide how to divide up their Negotiators' influence. They start out being able to place one influence cube on each side, but as the game progresses, they can be upgraded, one side at a time, until they can potentially place three cubes on each side! They also place an extra influence cube for a card matching their caste. Each slot is surrounded by multiple Negotiation Spots, so players will be constantly fighting for influence, requiring intelligent play, and sometimes committing 2 or even 3 Negotiators, to get the cards you want. Each Negotiation Spot is also connected to multiple card slots, so a clever player might be able to get multiple cards using influence from the same Negotiator. It's a fascinating and different puzzle every round, and that's before you even start building your ship!

The player with the most influence around a card wins it and collects it along with one of their negotiators. Any negotiators that come home empty handed, get upgraded with extra influence for future rounds. Once all the cards have been collected, it's time to start building your ship!

In turn order, each player can recycle cards for resources, spend resources to integrate cards into their arks, rearrange their Crews, or use special abilities on their cards. These abilities can include acquiring,



always



manipulating, or corrupting Crews and Units. You can even imprison or mutate crews on your opponents' ships and steal their resources!

Finally, there is the prestige phase, where you'll earn points based on the ship you've built. Cards will grant affinity points, for each card you control in a certain category, or Majority points, for having more cards in a certain category than any of your opponents.

To win, you'll have to make use of Units and Crew from several different castes, each with their own distinct roles and strengths. Theocrats are leaders of the Cult of Xzhuvu, recruiting converts to grow in number. Architects upgrade, protect, and destroy Units. Originals are the political leaders, capable of jailing their opponents. Core are the workers, synergizing with each other to build strong efficiencies. Bio-Consortium conduct secret experiments, mutating and influencing other crews. Finally, the Deviants manipulate society itself, corrupting the Wing of Whispers and moving resources around in secret.

*Seeders from Sereis: Exodus* is just the first game in the immersive sci-fi world imagined and designed by Serge Macasdar and Charbel Fourel, telling the story of the Seeders as they try to evolve and survive, yet it stands fully on its own. This is a game that will capture your imagination with its innovative, thematic mechanics and will keep you coming back for more with its immersive storytelling that tells an entirely different story each time you play.

...



# Merv

THE HEART OF THE SILK ROAD



## MERV - THE HEART OF THE SILK ROAD

OSP GAM036 ..... \$65.00 | Available October 2020!

*The ancient city of Merv. A gateway between the East and the West. A hub of scholarship and trade. The greatest city in the world.*

In Merv: The Heart of the Silk Road players are vying to amass power and wealth in the prosperous city at the centre of the land. Through careful court intrigue, timely donations to the grand mosque, and securing favourable trade deals, players attempt to redirect as much of that prosperity as possible into their own pockets.

Meanwhile, beyond the city walls Mongol hordes approach. If you help construct the city walls you give up on precious opportunities to build up your own stature, but leave it unprotected and you will burn with the city. Every decision is weighty and the consequences of each misstep are dire. Will you rise to prominence or fade into oblivion?

Merv: The Heart of the Silk Road is an insidiously clever eurogame from Fabio Lopiano, and it's easy to tell it's from the same sharp mind that brought us *Ragusa* and *Calimala*. The game is set in the city of the same name, which was once the largest city in the world and hub of trade, culture, and scholarship. Players take the role of powerbrokers, gaining influence and prestige through building the city and its walls, amassing valuable trade goods and scrolls filled with knowledge, and gaining influence in the palace with their courtiers.

The entire game is powered by the central city area of the board. Each turn, players will move their piece along the current side of the city to any available slot, and choose one of the building sites in that column to activate. This has huge implications. Firstly, if the building site chosen is unoccupied, you get to construct one of your buildings there. Then, you'll collect resources for every building you have in that column. Next, the chosen building site determines which of the game's six actions you get to take that round. Finally, the column chosen will determine your place in the turn order for the next round, where you'll be choosing between the rows perpendicular to the column you just activated.



Each of the game's six actions is unique in both cost and effect. At the library, you spend resources of different colours for scrolls, which earn you powerful ongoing or passive boons. At the caravansary, you instead spend matching resources for spices. Spices earn you a one-time boon for each pair you collect, but you will score points for every set of different spices you acquire. At the marketplace, you will expand your trade network and buy rare goods from the neighbouring cities you've already expanded into. Each city has its own price for the trade goods it sells. At the mosque, you will spend resources to advance up the mosque track, with increasing costs and rewards as you reach further and further up. At the wall, you spend resources to build walls and gates for the city to earn prestige, with the construction cost increasing as more and more are built. Finally, at the palace, you will spend resources to place courtiers in various halls that will score you points each round for either your scrolls, your spices, your trade goods, or your progress on the mosque track.

The cost of each courtier depends on what you're scoring for, and how many courtiers you've already have in place.

This leads to a game of a few crucial choices that all impact every other choice you and the other players are making. The first few buildings you place will determine the resources you'll generate and the actions easily available to you throughout the game. Have you amassed an engine with lots of different resources of the same colour? Then the marketplace or the wall might good places to visit. If you've instead invested in a range of colours, it may be better to set your sights on scrolls and spices. But even an early misstep can be overcome through some insightful plays, and there are many opportunities to piggyback on your opponents' success. As the game enters its third act, players will need to have built walls to protect their buildings — or be prepared to pay for their safety — against the invading Mongols, who will tear down anything left undefended.

From the central city area where players are constantly jostling for space, to the various actions rewarding players who get there first with lower costs or greater rewards, Merv is a game where you are constantly interacting with the other players. Add to that a challenging solo mode and the truly stunning design and illustrations from Ian O'Toole, and you have a truly standout game.

...

**ABOUT FABIO LOPIANO** - Having enjoyed a distinguished programming career, working for Google, Facebook, and DeepMind, Fabio Lopiano has recently turned his attention toward game design. With several well received and critically acclaimed titles in the last few years, including *Calimala* and *Ragusa*, Fabio is one of the most promising up-and-coming designers.

**ABOUT IAN O'TOOLE** - Ian O'Toole is an Irish graphic designer and illustrator working out of Perth in Western Australia, particularly acclaimed for his work on titles such as *Lisboa* and *The Gallerist*. Focused primarily on tabletop gaming, Ian's work combines his experience in concise visual communication with his flexible approach to illustration.



# BATTLETECH™

## CLAN INVASION GAMING SUPPORT

The *Clan Invasion* box set and its accompanying ForcePacks are the highlights of the Clan Invasion product line, and they're what's gotten people so excited about tossing dice and playing BattleTech. However, there's always a strong set of supporting BattleTech materials, from rules to sourcebooks to fiction. Let's run through some key elements that will both elevate your game and deepen your immersion into this fantastic universe.

work was put into these over-sized mapsheets to make them adhere as closely to the lore of this pivotal campaign as possible as well as providing gradations of difficulty of play and conveying new tabletop experiences that will leave players wanting more.



*Technical Readouts* have been a staple of the *BattleTech* experience since *Technical Readout: 3025* was published in 1986. They include full-page illustrations, game stats, and historical write-ups of the *BattleMechs* that are the stars of any *BattleTech* game. Recently we released a series of compilation books covering specific Eras. If you're looking for a companion *TRO* for the *Beginner Box* or *A Game of Armored Combat*, you want the *Succession Wars* volume. If you're looking for a resource to work hand-in-hand with the *Clan Invasion* box set, the appropriately-named *Technical Readout: Clan Invasion* will do the trick. Record sheets for all such *TROs* can be purchased in PDF from [store.catalystgamelabs.com](http://store.catalystgamelabs.com), allowing for easy print out and use.

While each box set includes two double-sided maps, nothing allows a player group to invigorate a game of *BattleTech* more than a change of scenery via new mapsheets. *MapPack: Grasslands* was released soon after *A Game of Armored Combat* and introduced a whole new level of map art to the gaming table. *MapPack: Battle of Tukayyid* takes our laser-focused attention to map details to an even higher level. A huge amount of



You can go to [bg.battletech.com](http://bg.battletech.com) right now and download the free *Chaos Campaign: Succession Wars* PDF. It allows you to immediately dive into campaign play, where linked scenarios provide different consequences between games. This can then introduce tough decisions of when to push forward and when to fall back, knowing you may not have enough munitions or supplies to make it through the next battle and finally off-world. This style of play can bring a sense of immersion and accomplishment unlike any other, especially when you pull off a hard-fought victory at the end of a string of scenarios.

The *Battle of Tukayyid* campaign book builds off that framework but expands it immensely. In tandem with the *MapPack: Battle of Tukayyid*, players will have the chance to explore this titanic confrontation in all its epic glory.







The *Clan Invasion* box, in conjunction with the *A Game of Armored Combat* box, can provide many nights of exciting tabletop action. However, those rules only focus on 'Mechs and very specific technologies, as they were designed to keep the box sets easy to use for quick setup. There is a breadth of play that goes well beyond that, introducing additional technologies, and a wide cache of supporting units, from vehicles to infantry to aerospace forces. The *Total Warfare* line of rulebooks allows players to expand their *BattleTech* experience as deep as your gaming group desires.



While the *Total Warfare* rulebooks provide a everything-and-the-kitchen-sink mentality, we also recently published two books that convey a tightened-focus approach.

The first is the *BattleMech Manual*. Using the most up-to-date rules text, this volume has been designed from the ground up to cater to the *BattleTech* player wanting to engage in an all-'Mechs battle. It also includes Battlefield Support Rules that allow players to bring aerospace, artillery, and minefields into the game in quick, easy-to-use fashion—just enough for the flavor—while including a Common Misconceptions chapter that clarifies game play as never before.

*MechWarrior: Destiny* is another new way to dive into the universe. An easy-to-learn, rules-light, narrative-focused roleplaying experience that has all you need to grab some equipment, load your sidearm, and fight for what you believe in, be it honor, glory, or the almighty C-bill. It also includes rules for incorporating roleplaying elements back into the tabletop game.

Finally, fiction has always played a pivotal role in the *BattleTech* experience. All of the *BattleTech* novels published years ago are now available as ebooks in the *Legends* series, and we are slowly making them available via trade-paperback Print-On-Demand.

We also have new short stories, novellas, and novels expanding the universe in new and exciting ways publishing nearly every month: whether it's a story within the original *Star League*, or set in the *Clan Invasion*, or even pushing beyond the *Dark Age* into the new *iClan Era* just starting to unfold.

Additionally, the *Clan Invasion* crowd funding allowed us to experiment with the return of a magazine-style compilation of fiction, scenarios, and other in-universe experiences, similar to that of the old *BattleTechnology* magazine. The first two issues of *Shrapnel* are now available, with more on the way.

And really, all of this is just the tip of the iceberg. There is so much universe to explore and action to unfold on your gaming table. If you've been away for a while, or are just now deciding to dive into *BattleTech*, there's never been a better time to be a fan.

If you're interested in more details, check out [bg.battletech.com](http://bg.battletech.com).



*Randall N. Bills has led the development and publication of hundreds of novels, sourcebooks, rulebooks, box sets, game aides and more. He's currently the Managing Developer for Catalyst Game Labs, overseeing the strategic development of the perennial BattleTech and Shadowrun properties, while managing the rollout of Catalyst Game Labs' new line of tabletop games, including core development of Dragonfire.*





# PAINTING HAPPY LIL MINIS WITH DAVE TAYLOR



## EPISODE #29: PAINTING DISEASED, BRUISED, PALE FLESH

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page - Thursdays at 2pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

### MAKING IT LOOK GROSS!

Over the past couple of months, on the *Painting Happy Lil Minis* Hobby Hangout livestream, I have been painting up some delightfully gross Plague Marines converted from various miniatures by Games Workshop. In the lore of Warhammer 40,000, Plague Marines are devoted to Nurgle, the Chaos God of Decay and Pestilence. Nurgle's followers are often riddled with plagues and diseases that they spread to their enemies (if they don't simply cleave their heads off), but these diseases they carry don't kill his followers. In fact, these diseases make them stronger, more resilient.

A number of viewers have asked about how I have been painting these devotees of Nurgle, in particular the disgusting diseased and bruised and decaying flesh. Well, the basic idea is to start with quite a strong contrast between a pale flesh color and a vibrant pink/purple shading on that flesh color. Bruises can come up in a number of different ways, depending on the trauma suffered, but common colors include purples, yellows, and greens. These can be either glazed onto the skin of the model as shown in the examples here, or they can be layered on by gradually mixing them into the original skin tone (such as the example to the bottom right).

The idea is to give an approximate look that works well with the shading and highlighting of a model, and sometimes that might go against how a bruise might actually form on a body. To get a good idea of how you can replicate bruises, search the Internet for "bruises" or "bruised flesh". Once you have mastered bruises, you can move on to nastier stuff like "necrotizing tissue", but only if you have a strong stomach!



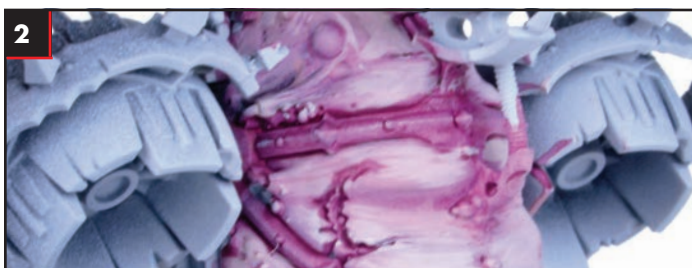




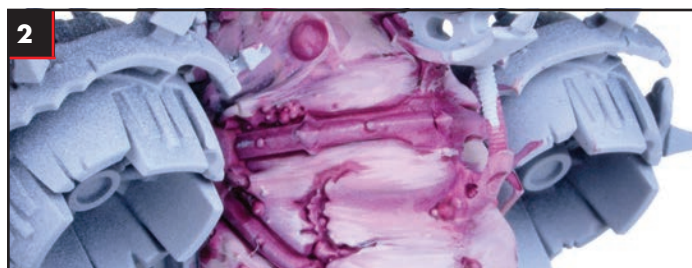
Over a primer coat of GW Corax White, applt a layer of GW Contrast Volupus Pink



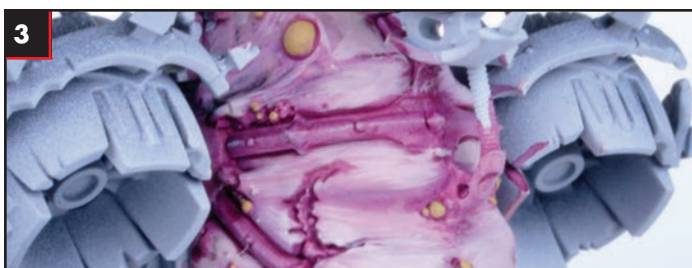
Highlight with a 1:1 mix of GW Contrast Volupus Pink and P3 Ryn Flesh



Highlight with P3 Ryn Flesh.



Paint over the pustules and raw areas with thinned GW Contrast Volupus Pink.



Basecoat the pustules with VMC Desert Yellow.



Highlight the with VMC Ivory



Paint in distressed areas where you would see rubbing and bruising with thinned GW Contrast Nazdreg Yellow.



Glaze in a thinned GW Contrast Militarum Green around the distressed areas for a gross, rotting feel.

## BRUISES USING OTHER COLORS

One way to paint focused bruises on large expanses of skin are to start with a 1:3 mix of the bruise color and your original skintone color. Paint this over a fairly large area. Next, paint a smaller bruised patch inside that with a 1:1 mix of the colors. Then paint a smaller patch in the center in a 3:1 ratio. If your transitions are a little harsh, you can "smooth" them out by painting a thinned glaze of your original skintone over the entire bruise.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life





## MY FIRST CASTLE PANIC (FSD 1013)

From Fireside Games, reviewed by Eric Steiger

 4 & Up	 1 - 4 Players
 20 Minutes	 \$19.95

I have a well-known pet peeve when it comes to board games for children: randomness combined with competitiveness. When a game has a single winner, based primarily on luck, it can be frustrating for everybody who didn't win, and unsatisfying for the person who does. Unfortunately, most American mass-market board games (such as the one with all the houses and hotels on Boardwalk) tend to follow this pattern, and I firmly believe it's why a lot of American children stop playing board games once they're old enough to recognize it. Fortunately, however, there has been a recent trend by hobby game manufacturers to make "My First" versions of their best strategy games, so at long last, we have an alternative. Enter *My First Castle Panic*, from Fireside Games.

*Castle Panic* is a cooperative tower defense game with multiple spin-offs, expansions, and licensed versions. *My First Castle Panic* is a streamlined and simplified version accessible to children as young as 4. You begin by setting up the castle and wall on one side of the board, which contains a path down which the monsters travel as they attempt to reach the castle. The three starting monsters start on each of the first 3 spaces on the other side. Each space along the path corresponds to a unique shape and color combination. Each player starts with a single card from the deck in their hand, face up.

On your turn, you draw a card from the deck, and consider your options. Most cards have a single shape and color on them, corresponding to a space on the board. Some few show all three colors of a particular shape, or all three shapes of a single color. Additionally, there is a single "rebuild" card allowing you to rebuild the castle wall, and a single boot allowing you to kick any monster back to the bottom of the stack. On your turn, you may play one card from your hand to capture a monster on the space whose shape and color match the card, or ask for help from another player, who can play one of their cards instead. Then, you move all the remaining monsters one space closer to the castle, and draw a new one from the top of the stack to place on the farthest space.

If a monster reaches the castle gate, it is captured and the gate destroyed. If another monster makes it to the castle afterwards, you all lose the game. If you manage to eliminate all the monsters first, then the players win. Unlike in the original *Castle Panic*, monsters all have a single hit point, and there are only four different types of monsters –



vanilla, Runners (who immediately go to the front of the line), Shovers (who push all the monsters in front of them an extra space when they are revealed), and Marchers (who push all the monsters, including themselves, and then add another one). Conveniently, all of the monster special abilities happen when they are revealed, so you don't need to keep track of anything special once they are on the board.

A game takes approximately 20 minutes at most, and I would say the win ratio for the base game is about 50%. But the nice part of the game, especially for children, is that it is cooperative and requires teamwork. When you win, you win together and celebrate the victory together. When you lose, you lose together, with none of the recriminations or hurt feelings that can come from a competitive game. This is perfect for preschoolers. Additionally, being cooperative, you can play open-handed and walk a child through learning to play, and talk through why one move might be more strategically sound than another.

If you are looking for an inexpensive game to play with children ages 4-7 or so, I would definitely recommend *My First Castle Panic*. It is solid on its own, will not bore you to tears, and they can even play it by themselves without a problem after a few sessions. Furthermore, it is a solid on-ramp to playing regular *Castle Panic*.

Eric is your friend, and friends wouldn't let you play bad games.





**LOST CITIES CARD GAME WITH  
6TH EXPEDITION (TAK 691821)**

From Thames &amp; Kosmos, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



10 &amp; Up

30 Minutes



2 Players

\$19.95

We are called the Table for **TWO** show, but we will play games that have any number of players if they can play for **at least two**. It is always extra cool when we find a game we like that is meant for *only* two players, and this is one of them!

The board game *Lost Cities* plays 2-4 players, but this card game is meant for just two! It is straightforward to learn and pretty compact, so you could take it on a trip with you when you go find your Lost City!

The goal of the game is to build an expedition and earn more discovery points than the other player. We played the original card game on our show in Season 2, Episode 7. That game only had five expedition colors, but this new release has six! Let's take a closer look!

**SETUP**

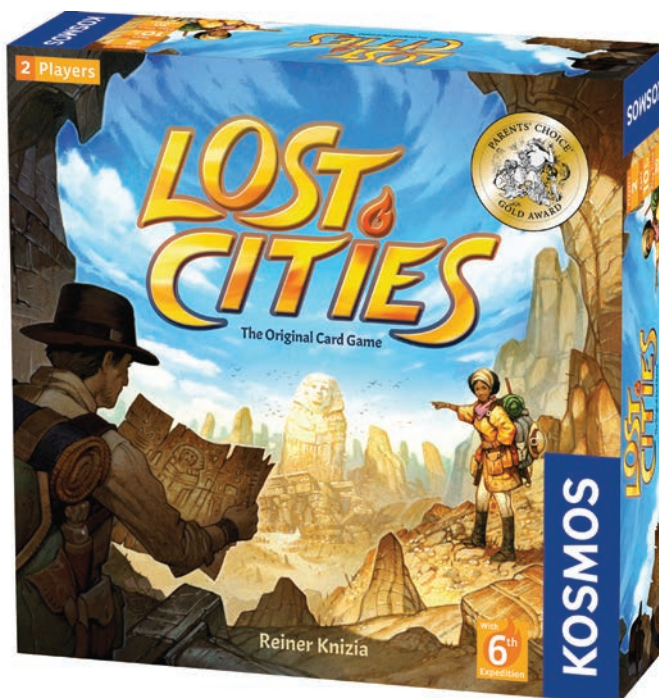
There are only two components. The game board is placed on the table. There are two sides to the game board. The base side of the board has five spaces in the colors of red, green, white, blue, and yellow. Each player should sit on the opposite side of the board. There is also a deck of cards in the same colors that contain two types of cards: Expedition Cards and Wager Cards. The game plays pretty fast, so they suggest playing more tournament style, by playing three games and adding up points from each game to determine the final winner.

All the cards are shuffled together and each player receives eight cards to start. That is it for the setup!

If you want to play the variant in the new version of the game, turn over the board – this includes a new purple space to use (so, six discard spaces). You also need to add the new purple cards into your draw pile. It makes for a longer game and adds a bit more fun!

**GAME PLAY**

On your turn, you can either play a card or discard a card. If you can't play a card and you want to discard it, you place it on the



corresponding color on the board to start that color's discard pile. If you play a card, you play it on your side (on the table) in the column of the same color. Your goal is to play expedition cards (which are numbered 2-10) from lowest to highest in that column, which means that you can never play a card in the column with a lower number. The other card you can play is a wager card. However, that card can only be played as the first card of any column. Once you play an expedition card in that column, you can no longer play any more wager cards. Wager cards can double, triple, or quadruple your score based on if you have 1, 2, or 3 in a column.

You then draw a new card into your hand either from the draw pile, OR you can choose the top card of a discard pile.

Play continues until the last card is drawn from the draw pile. You then score. What is essential is regardless of how many cards you have in a column, each column that has cards automatically gets -20 points for "costs" of the expedition. So, you want to make sure you have a score of at least twenty while you are playing cards during the game. Otherwise, you could have negative points in a column. If all you have in a column is one wager card, you would have -40 points for that column, so there is a lot of strategy on how you place your cards!

Whoever has the most points wins! Or, if you are going to play a couple more games, write down the scores of your games continue playing until the final game to determine who is the best explorer! We enjoyed playing this game again with the new purple expedition and will keep this game in our rotation for many years to come!

...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!





## SANTA MONICA (AEG 7092)

From Alderac Entertainment Group, reviewed by John and Isaac Kaufeld

 14 & Up	 2 - 4 Player
 5 Minutes	 \$39.99

Sun, sand, shopping, and relaxing. It's all there, along the beachfront streets of Southern California.

Now you can bring all of that home to your game table with *Santa Monica* from Alderac Entertainment Group.

At its heart, *Santa Monica* is a tableau building game where you create your ultimate tabletop haven by the sea. Players build postcard-perfect, point-scoring Southern California spaces, complete with ocean beaches, charming streets, and crowds of locals, tourists, and VIPs.

But the game extends the basic tableau concept by adding fun scoring twists involving card combinations, meeple crowds, and even a food truck.

Let's take a look at the top five things you need to know about *Santa Monica* before we get too distracted and lose ourselves in the sun-baked awesomeness.

### SETTING UP THE GAME

*Santa Monica* hits the table pretty quickly. After organizing the meeples and sand dollars (the game's special action currency), players shuffle the deck of beach and street locations and lay out eight cards face-up in two rows of four. Players will select a card from this display and add it to their tableau each turn.

Someone then shuffles the special sand dollar actions, randomly selecting two and placing them next to the two card display rows. All players can use one of these special actions on their turn instead drawing a card normally, provided they have one or two sand dollars to pay.

Adding a final layer of initial randomness to the game, players select one of the three scoring objective tiles and put it at the other end of the card display. This sets the game's three special scoring conditions.



### BUILDING YOUR BEACH (AND STREET)

Every player begins by selecting a double-height starting feature card with both a beach and a street. This anchors everything you'll build, plus it gives you a starting bonus and a unique way to score victory points.

On your turn, you select one card from the bottom row of the display and play it. The cards show either part of the beach or a building along the road to cue you on where it goes in your tableau, since you always place a new card so it's next to a card already in your tableau.

The game uses indirect competition, so you only work on your own tableau.

### COLLECTING STUFF AND ARRANGING COMBOS

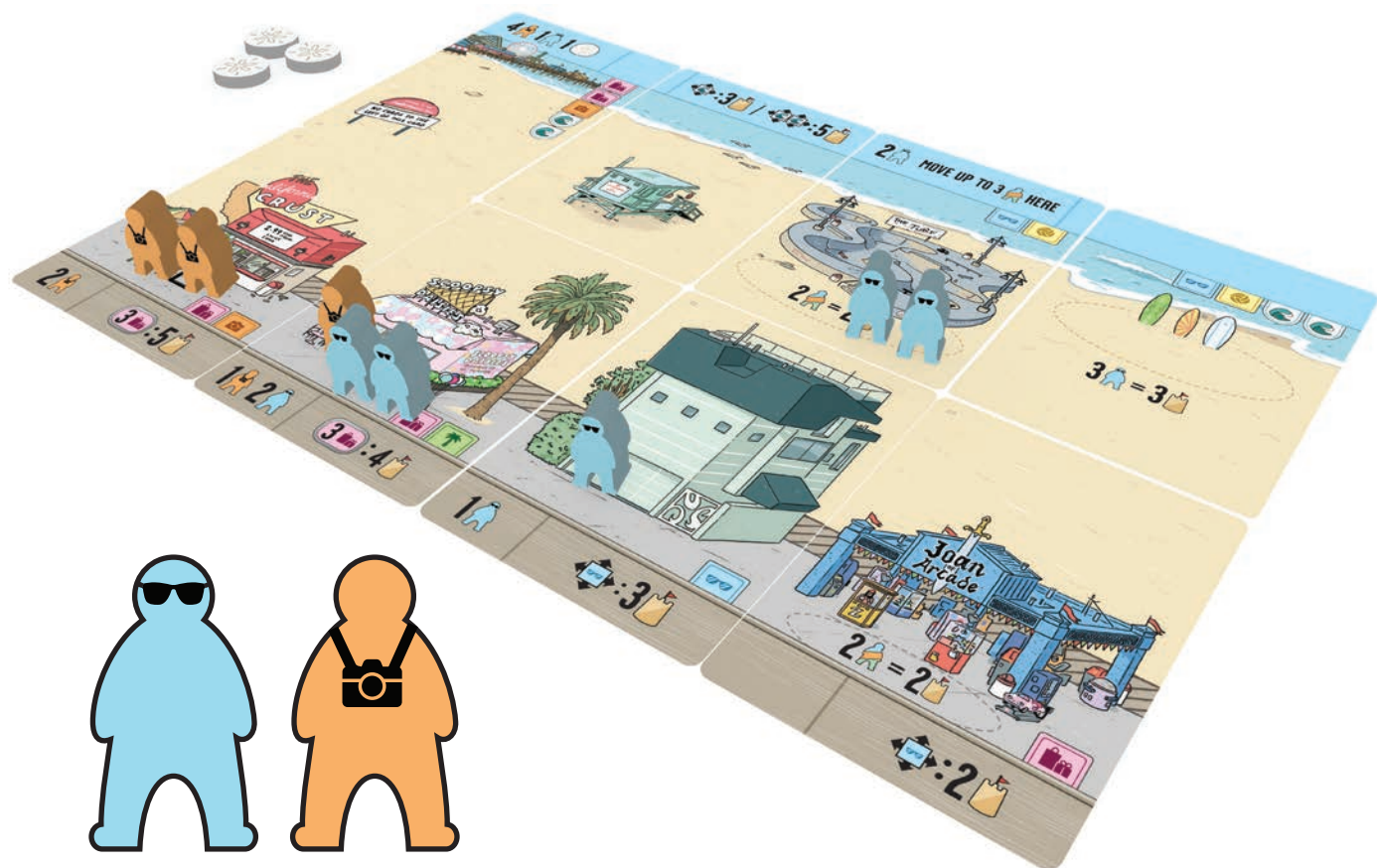
In addition to their playful artwork, most cards include a small bonus for placing them and icons that help you score points at the end of the game. This is where tableau building gets strategic.

Starting on the left, placement actions bring more meeples to your tableau, give you sand dollars, or let you move your meeples (more about that next). Scoring opportunities are next to that. These might give you points for having a group of similar location cards in a row or just for having a certain type type of location adjacent.

Location tags are either directly above (on street cards) or below (on beach cards) the scoring opportunities section. These tell you which kind of meeples will enjoy hanging out in the location, such as the blue sunglasses for local hangouts or the pink shopping bags where visitors spend their money.







## MEEPLES GONE WILD

Speaking of meeples, the game includes three kinds: blue locals, orange tourists, and green VIPs. Of course, they all want to do different things, so managing and moving your meeple population is a key part of the game.

Some cards in your tableau include activity circles that show which type of meeple enjoys being there and how many meeples the space can serve.

If you maneuver the right number of meeple there by the end of the game, the game rewards you with plenty of victory points. Most of the special sand dollar actions we mentioned earlier give you an extra chance to move meeples in addition to the move action on the card you choose, so guard those sand dollars carefully.

## THE JOY OF FOODIE AND THE TRUCK

Finally, wandering across the card display are the food truck and foodie. In addition to being adorable, they're an incentive mechanic that gives you a unique reward for taking the card above them on your turn.

The food truck gives you an ever-important sea dollar, while the foodie lets you move any of your meeple one space.

If the food truck and the foodie are at the same card, then it's a happy day. (Seriously, it's in the rules.) Whoever takes the card above them both gets to use both of the rewards once or one of their rewards twice.

After claiming the foodie or food truck reward, they move to the next card in the display and their chase begins anew.

## VERDICT

We loved this game. It hits a great balance between strategy and luck by forcing you to make the most of each turn's limited choices while still giving you complete flexibility on ways to win.

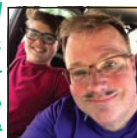
Chasing a big group of related activities can give you a big payoff, but if the cards aren't coming up, just shift your strategy on the fly and try something else. Lots of meeples filling your tableau? Grab more activity spaces. Need a sand dollar so you can (hopefully) get a particular card next turn? Pick the card where the food truck is parked.

Alderac went out of their way to make *Santa Monica* accessible, too. The meeples are either blank (VIPs) or printed with sunglasses (locals) or a camera (tourists). The foodie is physically smaller than the others, so it's easy to pick out. Likewise, card icons use unique designs so players don't need to rely on color alone.

*Santa Monica* delivers a wonderful playing experience with endless options and challenging strategy. Plus the food truck meeple is irresistible. Demo it at your favorite game store, take a copy home, and enjoy some tabletop time in the sun and sand.

...

*John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?*





## DC COMICS DBG: DARK NIGHTS METAL (CZE 28647)

From Cryptozoic Entertainment, reviewed by Brian Herman



15 &amp; Up



2 – 5 Players

45 – 75 Minutes

\$40.00

Of all the members of DC's Justice League, Batman has always fascinated me the most. A master planner and tactician, he's always ten steps ahead of everyone else. It's lucky that Batman is on the side of the "good guys" given all his training and know how. Recently the storyline that rocked the DC universe titled *Dark Knights: Metal* begged the question what would happen if there was an evil Batman infected with Joker serum? Turns out he would dub himself "The Batman who Laughs" and travel to parallel universes collecting all the evil Batmen to stage an all-out assault on the universe with the Justice League. It's this storyline and theme that brought Cryptozoic's latest addition to the *DC Deckbuilding Game* titled *Dark Knights Metal* to bear, and what a wild ride it is. Immediately upon opening this and reading the rules, I could tell this wasn't just the *DC Deckbuilding* game with a new skin, it's a whole new game with all new rules that shows the evolution of the series.

Setup is similar enough to the normal *DC Deckbuilding* game. Each player gets a starting hand of cards that can generate a meager bit of "Power" and gets to pick one character to play as, except Batman. He gets tucked under a "Batman who Laughs" character card, kidnapped as the first casualty of the war against the Justice League. The rest of the character cards are shuffled and placed next to the Batman who Laughs, to be used later in the game. The starting super villains, all evil Batmen from parallel universes, are shuffled and set into a semi random order to be challenged, and a pile of Weakness and Breakthrough cards are set nearby. Finally, the main deck is shuffled, and the top five cards are placed in the starting line up for players to purchase each turn.

Gameplay is where the big differences with *Dark Knights: Metal* and other *DC Deckbuilding* games lies. As with the normal game, players take turns playing the cards in their hand to accumulate more powerful cards from the line up and eventually try to take down super villains. Each time a super villain is "bought" the active player gains 2 Weakness cards from the stack and "rescues" a character trapped by the Batman who Laughs, adding that character to their "team." In turn, the Batman who Laughs gets another hero from the character cards set aside tucked under him, capturing another one. The Weakness cards are another differing mechanic. As with previous versions of the *DC Deckbuilding* game, each one is worth -1 victory points at game's end, but there are new mechanics as well. When you start a turn, your Weakness cards must be played first, and if you play two in one turn, you return one to the Weakness stack, lose a character on your team tucking it back under the Batman who Laughs, and immediately end your turn. This small change balances out the game, as a player that begins to win from buying more and more super villains will eventually be overcome with Weakness cards and must miss a few turns.



The changes don't end there, either. While the basic card types (Hero, Villain, Super Power, Equipment, and Starter) remain the same, a new "subtype" of card is introduced with this game simply titled: Metal. These foil embossed cards look the part, printed to be shiny and stand apart from the rest of the cards. Metal cards also play off each other, granting a variety of powerful effects for playing 2+ Metal cards in the same turn. Be assured that once a shiny foil card hits the lineup, each player is going to do whatever they can to gain that card, adding an extra element of desirability to these cards beyond simply looking flashy.



After playing several games of *DC Deckbuilding: Dark Nights Metal*, I can easily say it is my absolute favorite in the series, from both a gameplay and editorial accuracy standpoint. The fact that the Batman who Laughs isn't merely a super villain to be vanquished but looms as a persistent threat throughout the game is a particularly nice touch for fans of the series. The self-policing mechanics of the Weakness cards add a nice touch to the existing mechanics, keeping a runaway player from taking over the game. The unused character cards being put into a stack and captured by the Batman who Laughs to be rescued by each player is also a nice touch, and it feels like nothing has gone to waste each game. The Metal cards are merely the icing on a very delicious cake, one I can't wait to take a bite from again and again. If you're a fan of the *DC Deckbuilding* engine at all, don't sleep on *Dark Knights: Metal*.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.





# BATTLETECH™

## A GAME OF ARMORED COMBAT



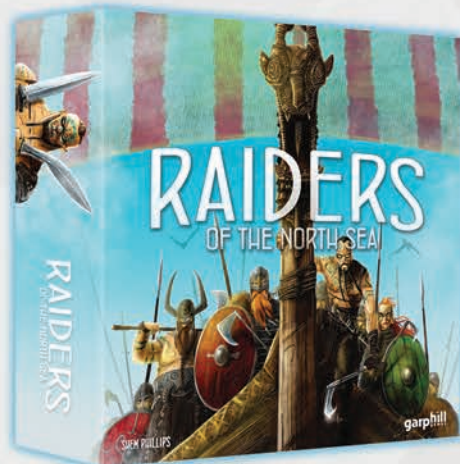
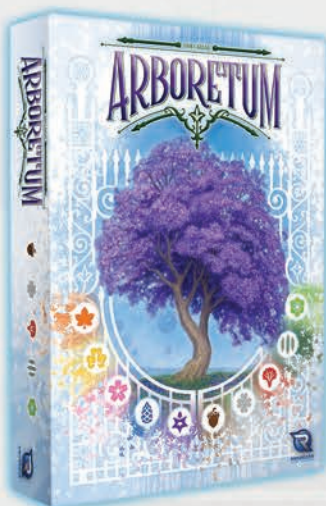
QUENCHED  
IN COMBAT

**CATALYST**  
game labs™

[WWW.CATALYSTGAMELABS.COM](http://WWW.CATALYSTGAMELABS.COM)

©2018 The Topps Company, Inc. All Rights Reserved. BattleTech, BattleMech, Mech and MechWarrior are registered trademarks and/or trademarks of The Topps Company, Inc. in the United States and/or other countries.





## Greetings GTM Fans!

For our November issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with Renegade Game Studios to bring you a FANTASTIC giveaway!

One lucky winner will receive a copy of the games above from Renegade Game Studios. To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on October 27th and will close on November 23rd so don't wait! Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).

# ENTER TO WIN!!!

[www.GTMGiveaway.com](http://www.GTMGiveaway.com)

### CONSIDER YOURSELF LEGALLY DISCLAIMED:

No purchase necessary to enter. Contest is open to continental U.S. and adjacent Canada residents only. All local, state, and Federal taxes will be the sole responsibility of the prize winners. All prizes will be awarded. Prizes may be substituted. Prize winners will be drawn from all eligible entries. Odds of winning are based on total number of contest entries. *Game Trade Magazine*, *Game Trade Media*, and AGD are not responsible for late, lost or otherwise damaged entries. Entrants agree to allow their entries to be featured in *Game Trade Magazine* and/or *Game Trade Media* without additional compensation or permission, as well as name, photograph, and/or likeness for promotional purposes. This contest is void where prohibited, regulated, or restricted by law in a manner inconsistent with its purpose and rules. *Game Trade Magazine*, *Game Trade Media*, Alliance Game Distributors, and Diamond Comics Distributors employees are ineligible to win. Let us remember that, as much as has been given us, much will be expected from us, and that true homage comes from the heart as well as from the lips, and shows itself in deeds.



**RENEGADE  
GAME STUDIOS**



GAME TRADE MAGAZINE





IF YOU LIKED RACCOON TYCOON,  
YOU'RE GOING TO LOVE  
**LIZARD  
WIZARD**



Available at all FLGS Q4 2020





# WW84

## WONDER WOMAN

### CARD GAME

Based on the blockbuster movie *Wonder Woman™ 1984*, this fast-paced card game lets up to four players take on the role of the Amazon princess as she fights off villains and saves innocent citizens.

Each player has a deck comprised of cards with four different Actions—**Block**, **Lasso**, **Sprint**, and **Punch**—that they utilize to defeat the lineup of Enemies. Play your cards right to gain Rewards in the form of rescued Civilians. Save the most Civilians to win!

Release Date **Q4 2020**



**2-4**



**8+**



**25m**

- Based on the movie *Wonder Woman™ 1984*
- Easy-to-learn, fast-paced card game
- All players play as Wonder Woman
- Imagery from the movie



WONDER WOMAN™ 1984 and all related characters and elements © & ™  
DC Comics and Warner Bros. Entertainment Inc.  
WB SHIELD: © & ™ WBEI. (s20)